



# ICONOCLASTS



A Campaign of Horrors Modern and Ancient



# THE FATHER OF WAR UNLEASHED

*Born of the U.S. government's 1928 raid on the degenerate coastal town of Insmouth, Massachusetts, the covert agency known as Delta Green opposes the forces of darkness with honor but without glory. Delta Green agents fight to save humanity from unnatural horrors—often at a shattering cost.*

**ICONOCLASTS** brings a team of Agents to a scene of horrors all too real: Mosul in 2016, held by the self-styled Islamic State in a reign of depraved brutality. From a small base at the Kirkuk airfield, the Agents must research the horrors to come and prepare for a harrowing infiltration.

- » **HORRORS IN MOSUL:** A grim overview of life under ISIL.
- » **A BLACK SMOKE RISING:** A scenario as prelude. The players briefly take the roles of ISIL fighters, sent to destroy mysterious artifacts without knowing what terrors they might bring upon themselves.
- » **OPERATION BONE BOX:** Delta Green Task Force 01132 gathers for a briefing on a ghastly incursion and an interview with an unusual witness: a renegade veteran of Delta Green.
- » **THE EVIL OF THE WHISPERER:** Espionage, political wrangling, and pursuit of hidden myths of history and prehistory prepare the Agents for Mosul. But can any preparation be enough?
- » **AMONG JINN AND MEN:** Gore in the streets of Mosul and the waters of the Tigris. A bloodthirsty cult, its viciousness shocking even by the standards of ISIL. A demon or god rising to ancient glory.
- » **BLACKER THAN BLACK:** Extensive rules and guidelines for spying, crime, and backroom deals that can be the basis of an even broader international Delta Green campaign.
- » New rituals, new tomes, and the dreadful details of a threat to suit all the evils of humanity.

**ICONOCLASTS** is playable with **DELTA GREEN: THE ROLE-PLAYING GAME**, Arc Dream Publishing's award-winning game of cosmic horror and personal apocalypse.



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# DELTA GREEN

## // Iconoclasts //

A CAMPAIGN OF HORRORS MODERN AND ANCIENT  
FOR *DELTA GREEN: THE ROLE-PLAYING GAME*

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# Foreword

The physical destruction of cultural artifacts has always been key to ethnic cleansing. If you destroy the other tribe's temples and dig up their graves, tossing their ancestors' bones into the nearest river, what evidence is there that this was their land? How can your grandparents be guilty of genocide against a people who were never really here? Orwell got it right in 1984: "Who controls the past controls the future: who controls the present controls the past."

ISIL's assault on the relics of Iraq's and Syria's past was more than the performative piety of grooming standards and suicide bombings. This was about creating a kind of "Year Zero" where nothing existed before their Caliphate. Those to come under its yoke wouldn't be able to imagine a time before their theocratic police-state ruled all. By the time they were done, who could say if there had ever been Shiites or Yazidis in the first place?

Watching the moronic glee with which the soldiers of ISIL destroyed Iraq's and Syria's irreplaceable cultural heritage left me sick with rage. I brooded over childish revenge fantasies. I wished those brutes would crack open some cursed artifact, unleashing a nightmare to scour the dumb smiles off their faces, leaving only a naked rictus of bloody teeth and staring eyeballs, unable to close out the horror of what they had done. It left me incapable of imagining proportional justice. What I wanted was punishment so vile that I would lose the moral high ground.

That, of course, was never going to happen. There would be no cathartic end like the wrath of God consuming the Nazis in *Raiders of the Lost Ark*. But to paraphrase John Milius and H.P. Lovecraft: I may not be a sorcerer, but give me a word processor and I can harness the shadows that stride from world to world to sow death and madness.

Good luck, Agents.

Adam Scott Glancy  
Seattle, Washington  
19 APR 2022





# Introduction

*Iconoclasts* is an extended Delta Green operation set in 2016. The Program learns of a lethal incursion of unnatural power in the heart of war-torn Mosul. Case officers and analysts must investigate and confirm the scope of the incursion and gather resources to deploy against it. Finally, a team of Agents must infiltrate ISIL territory to contain the incursion before it spreads beyond control.

*Iconoclasts* contains a detailed briefing and three scenarios. An ambitious Handler could easily use its expansive coverage of gathering intelligence and organizing clandestine operations to develop a broader campaign around the Father of War and other unnatural threats in the Middle East.

## Horrors in Mosul

An overview of the campaign describes its setting, the Great Old One called the Father of War, and the “Sons of War” cult that serves that bloody god.

## Part 1: A Black Smoke Rising

*Iconoclasts* begins with an unusual and especially grim scenario. The players temporarily take the roles of ISIL foreign fighters. They have the easy duty of smashing idols from the region’s pagan past and recording it for propaganda purposes. The mission dooms them. They smash the wrong ancient artifact and release into the world a ghastly entity that demands slaughter. After its escape, members of the cult it builds in Mosul call it Abu Harb, the Father of War.

## Part 2: Operation BONE BOX

The players switch to playing Agents of the Program. The action of their time playing ISIL recruits will have been presented to the Agents as part of the mission briefing, in a recovered video recording of the incident. The briefing includes information from an unusual source: a member of the *other* Delta Green, the so-called Outlaws.

## Part 3: The Evil of the Whisperer

The Agents go to Kirkuk to gather intelligence and assets from across the region. The threat they face is not known to the Program, so it is up to the Agents to determine its magnitude and to establish countermeasures to eliminate or contain it. There is no “B” team. The Agents are it. “The Evil of the Whisperer” can be played for the long suspense and slow burn of espionage or as a tight series of crises of discovery and disinformation.

## Part 4: Among Jinn and Men

The Agents must infiltrate ISIL-occupied Mosul, move against the Sons of War, and confront the Father of War. At the Handler’s discretion, the players could have two teams. One team can be investigators and analysts who gather intel on the threat and determine how to combat it. A second team may be Agents skilled at infiltration, capable of blending with local cultures and trained for combat. This is a well-established dynamic in American intelligence: analysts and operators, with case officers gathering human intelligence and signals intelligence in between. Either way, Delta Green needs them to stop the threat of the Father of War. It can trust no one else to complete the mission.

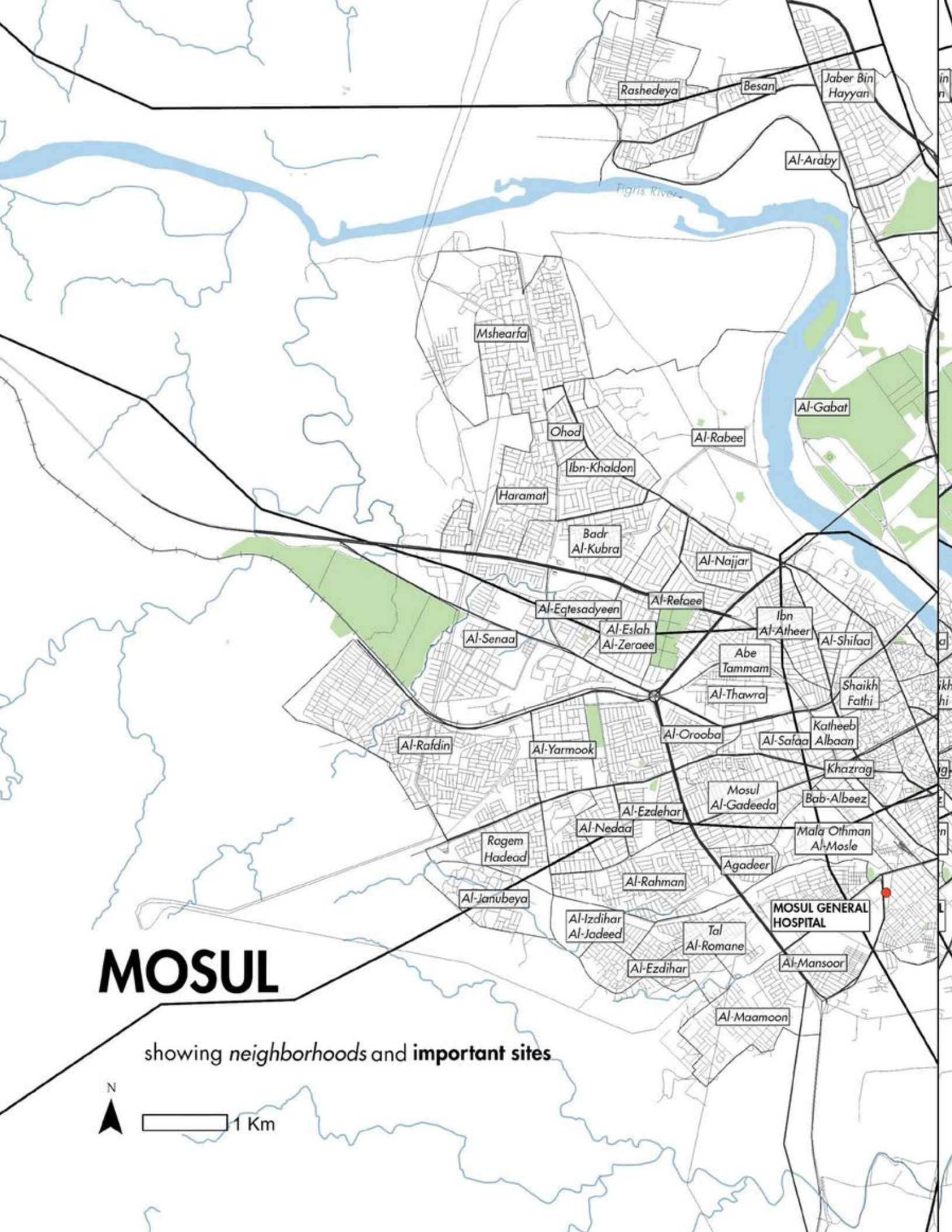
## Part 5: Blacker Than Black

New rules help the Handler present the suspense and risks of spying and black ops.

## Appendix

Tools useful across the campaign: rituals, artifacts, tomes, glossary, index, and sample names.





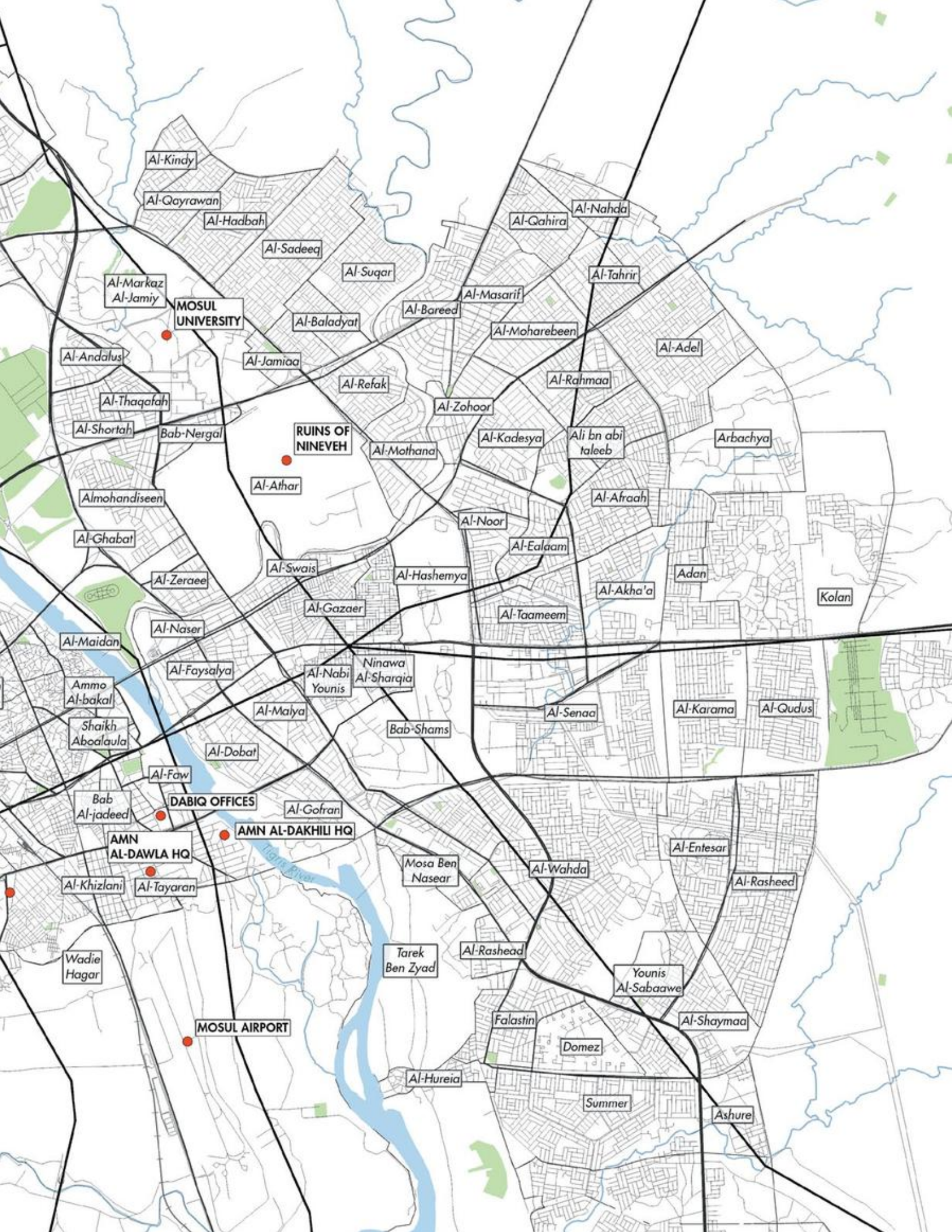
# MOSUL

showing *neighborhoods* and **important sites**



1 Km





Al-Kindy

Al-Qayrawan

Al-Hadbah

Al-Sadeeq

Al-Suqar

Al-Qahira

Al-Nahda

Al-Markaz  
Al-Jamiy

MOSUL UNIVERSITY

Al-Baladyat

Al-Bareed

Al-Masarif

Al-Tahrir

Al-Moharebeen

Al-Adel

Al-Andalus

Al-Jamiaa

Al-Refak

Al-Zohoor

Al-Rahmaa

Al-Thaqafah

Al-Shortah

Bab-Nergal

RUINS OF NINEVEH

Al-Mothana

Al-Kadesya

Ali bn abi taleeb

Arbachya

Almohandiseen

Al-Athar

Al-Ghabat

Al-Zeraee

Al-Swais

Al-Hashemya

Al-Ealaam

Al-Afraah

Adan

Kolan

Al-Naser

Al-Gzaer

Al-Taameem

Al-Maidan

Al-Faysalya

Al-Nabi  
Younis

Ninawa  
Al-Sharqia

Al-Senaa

Al-Karama

Al-Qudus

Ammo  
Al-bakal

Shaikh  
Aboalaula

Al-Maiya

Bab-Shams

Al-Dobat

Al-Faw

DABIQ OFFICES

Al-Gofran

AMN AL-DAKHILI HQ

AMN  
AL-DAWLA HQ

Mosa Ben  
Nasear

Al-Wahda

Al-Entesar

Al-Rasheed

Al-Khizlani

Al-Tayaran

Wadie  
Hagar

MOSUL AIRPORT

Tarek  
Ben Zyad

Al-Rashead

Younis  
Al-Sabaawe

Al-Shaymaa

Falastin

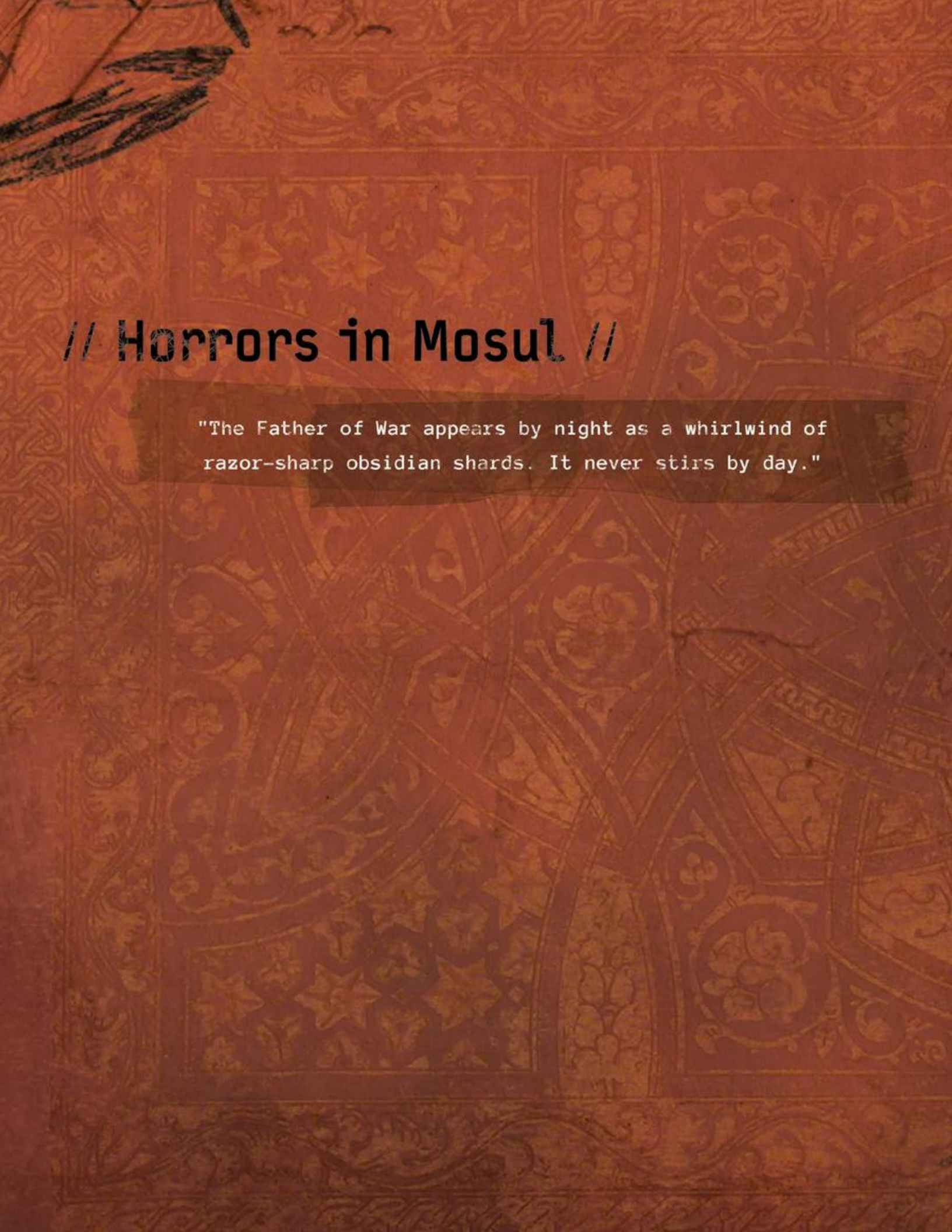
Domez

Summer

Ashure

Al-Hureia

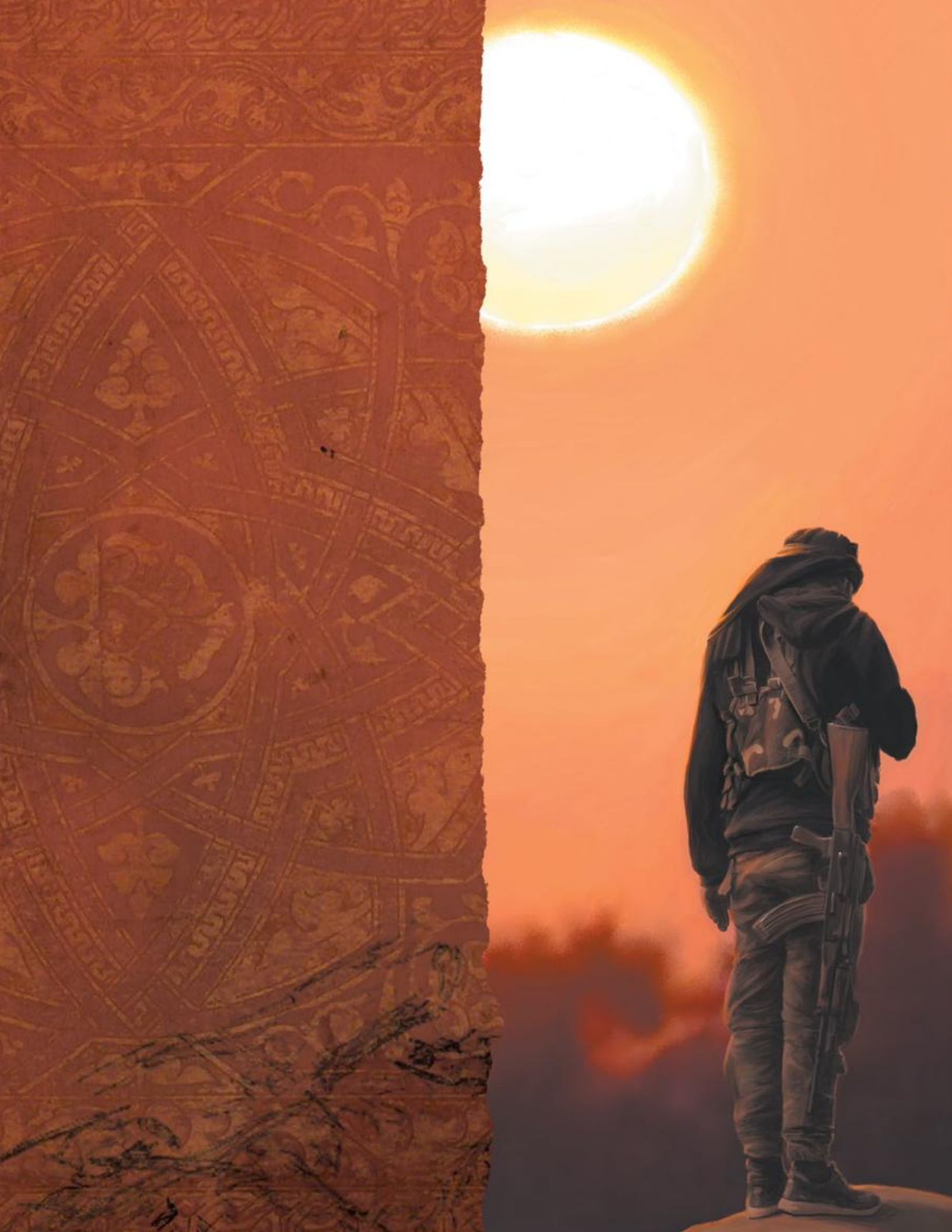




## // Horrors in Mosul //

"The Father of War appears by night as a whirlwind of razor-sharp obsidian shards. It never stirs by day."







## ISIL in 2016

---

*Iconoclasts* is set in the Middle East, in the midst of the Syrian civil war. It deals with the so-called Islamic State declared in 2014 by the regional terrorist group known to the U.S. as the Islamic State in Iraq and the Levant (ISIL). Formerly known as the Islamic State in Iraq and Syria (ISIS), ISIL had conquered an area between Raqqa, Syria and Mosul, Iraq, and declared themselves to be a worldwide caliphate. The Islamic State created its own military, courts, currency, and passports, and enforced a particularly brutal interpretation of the Quran, the holy book of Islam.

ISIL's origins can be found in the U.S. overthrow of Saddam Hussein's Ba'ath Party government in Iraq in 2003. Part of the U.S. occupation included a program to remove all Ba'ath Party members from government service. Iraq's Ba'ath Party began in a kind of fascistic pan-Arabism, but by the time of Saddam Hussein, it was merely a bureaucratic tool to enforce the rule of Hussein's Al-Tikriti clan. When all those Ba'athist bureaucrats and military officers were forced from their jobs, many joined resistance cells fighting the U.S. occupation. Most were Sunni Muslims, a religious minority in Iraq.

In 2007 the U.S. instigated a "troop surge" in Iraq combined with attempts to buy the temporary loyalty of Sunni Arab tribal leaders. The result was that most of the Ba'athist-inspired resistance groups were run out of Iraq by March 2011. Many took shelter in neighboring Syria, a state that shared a Ba'ath Party political culture. Syria's Ba'athist party was a lethal rival to Iraq's Ba'ath Party, and Syria supported the U.S. invasion. But Syria had then done much to help the resistance against U.S. forces in Iraq, despite Iraqi Ba'athists being Sunni and Syrian Ba'athists being Alawite, a sect of Shia Islam. Just as Iraq was winding down, Syria was gearing up.

In March 2011, the Syrian government met civil protests of the Arab Spring with lethal force. Rather than cowing the population, it ignited a full-scale rebellion. Former Sunni Ba'athist insurgents from Iraq made common cause with Sunni rebels in Syria and formed the movement that would become ISIL. The rebellion bloomed into a sectarian civil war.

In Iraq, Sunni insurgents had been fighting against a majority Shia population. In Syria, the majority was Sunni and the ruling minority were Shia. ISIL quickly drew thousands of recruits by demonstrating that they were the most energetic and effective insurgents against the Syrian Ba'athist Shia government. ISIL took control of entire cities and set up their capital in Raqqa, Syria.

In 2014, ISIL pulled off its greatest coup. Fifteen hundred fighters crossed the border back into Iraq and routed over 60,000 troops stationed in Mosul, a Sunni-majority city that had been chafing against rule of the Shia-led government in Baghdad. Mosul is Iraq's second largest city. Including areas in both Syria and Iraq, ISIL brought between three and eight million people under its rule.

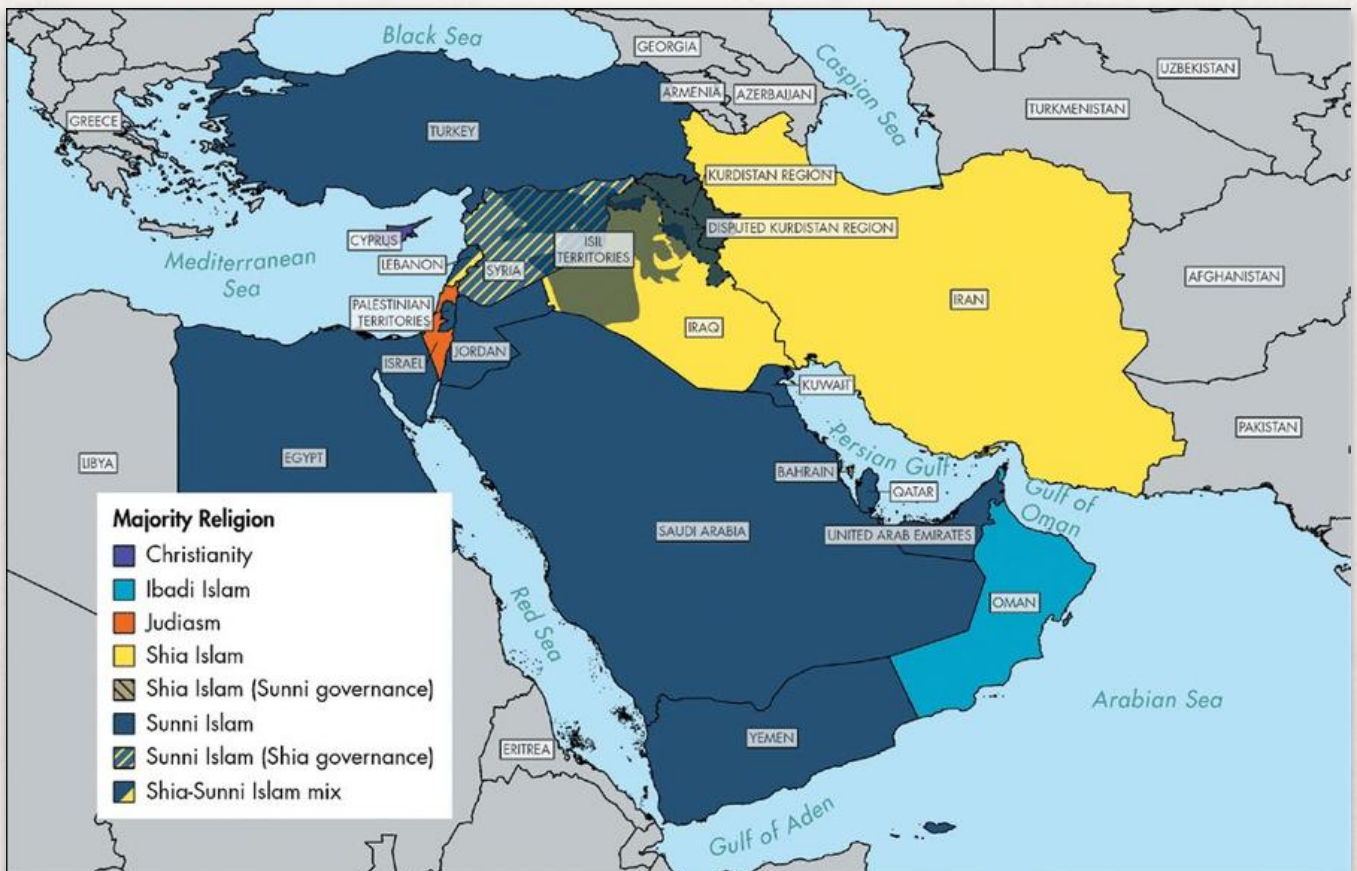
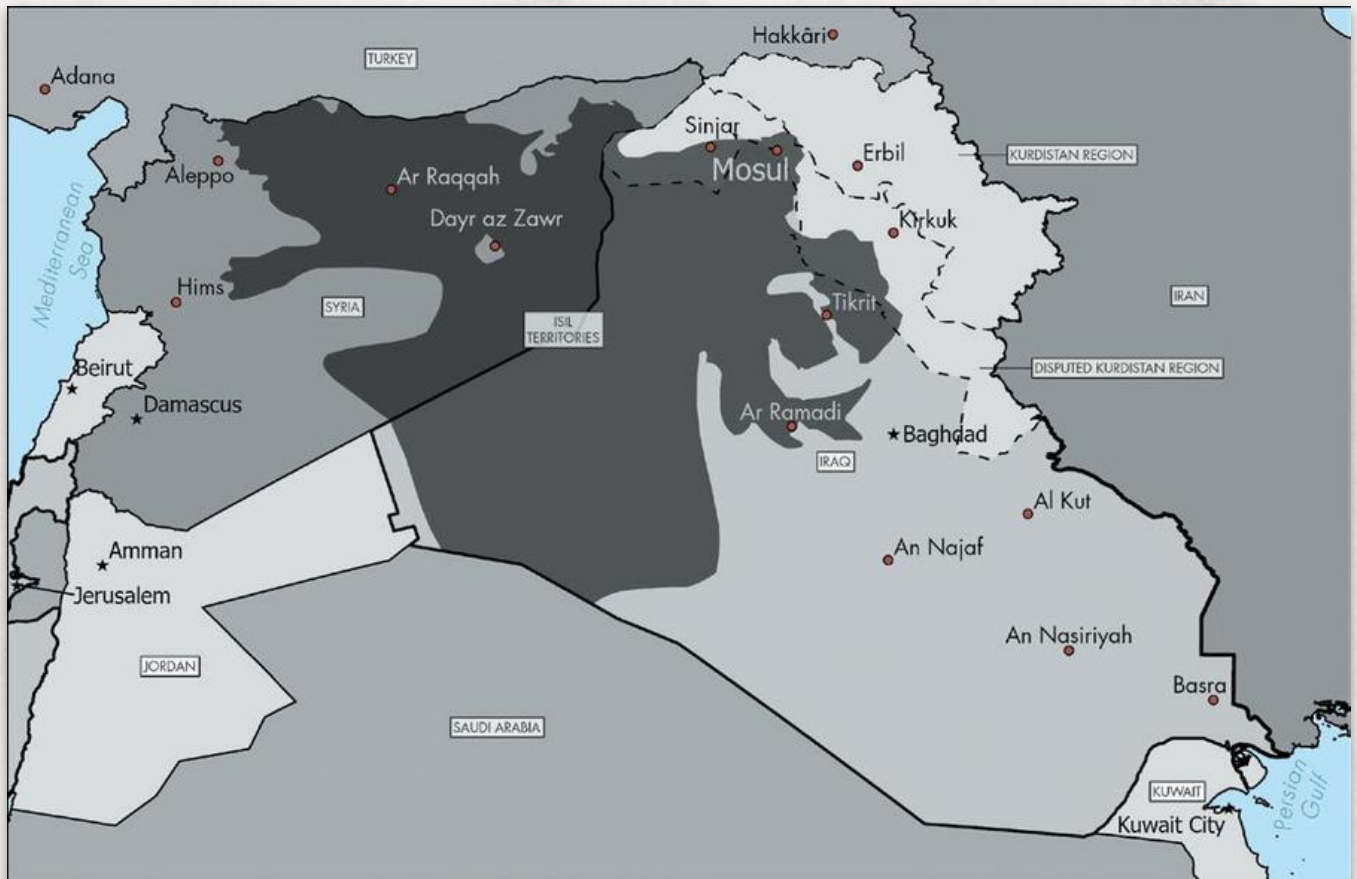
The U.S. responded to ISIL's success with Operation INHERENT RESOLVE in Iraq, Libya, and Syria. U.S. Central Command (CENTCOM) deployed special operations forces with Kurdish and Iraqi units and supported ground operations with airstrikes.

In 2015, the future viability of the governments of Syria and Iraq appeared to be in doubt. Then the Peshmerga, the army of Iraqi Kurdistan, launched an offensive to reclaim villages around Mosul with U.S. air support. By 2016, both states, with massive aid from Iran, Russia, and the United States, are beginning to push back.

The next stage begins with *Al-Fatah* or Operation CONQUEST, an offensive by Iraqi Kurdistan, the Iraqi government, Shia, Sunni, Christian, Yazidi, Turcoman, and Armenian militias with U.S. and UK air support and ground forces.

The days of ISIL are numbered.







## IN THE FIELD: Islam and ISIL

The peculiar expression of Islam by ISIL, and the conflicts between ISIL's beliefs and those of other Muslims, feature directly in *Iconoclasts*. A game book is hardly the appropriate place for a study of Islam, but an overview may be useful for readers who come from other cultural backgrounds. Readers should consult deeper sources for real understanding.

*Iconoclasts* uses the Associated Press Stylebook as its guide for spellings, titles, and honorifics.

Islam is the most recent of the three great Abrahamic monotheist religions, following Judaism and Christianity onto the world stage beginning in 610 CE with the revelations of the prophet Muhammad. These revelations, ultimately codified in the Quran, built on the previous Abrahamic religions of the region, utilizing many of the most important figures and concepts found in Judaism and Christianity. Islam acknowledges such figures as the archangels Gabriel and Michael; Abraham, the father of Isaac; Noah and his Ark; Jonah and the whale; the prophet Moses; and Jesus of Nazareth (regarded as a prophet rather than a divinity).

Unlike Christianity, which developed under the rule of the rebellion-wary Roman Empire, Islam does not draw any distinction between religious and temporal authority. Some traditionalists hold that the only legitimate law is religious law, Sharia, and that religious leaders are the only legitimate leaders. Many modern Muslim-majority nations adopted secular laws and government over the centuries, reserving Sharia for personal or family conflicts. Many fundamentalists oppose such secularism in government.

## IN THE FIELD: Sunni and Shia

The Sunni branch of Islam is by far the largest, accounting for 85% or more of Muslims worldwide. Differences with Shia, the second-largest branch, have given rise to countless conflicts over the centuries. The schism has to do with rules of succession from the earliest years of Islam. Sunnism holds that the most learned and important leaders should decide who should lead. Shia holds that leadership can be inherited only by those with the bloodline of the prophet Muhammad.

Where temporal authority derives from religious authority, assigning religious authority is a matter of supreme temporal importance. As far as the two sects are concerned, only one can be right.

Iraq's population is 55% to 65% Shia, but it was ruled for decades by a secular Sunni government of Ba'athist Arab nationalists until the American overthrow of Saddam Hussein. Iran, to the east, is at least 90% Shia and aggressively seeks to expand its influence into majority-Shia Iraq. Iraq's northwestern neighbor Syria is overwhelmingly Sunni but is ruled by a secular Shia Ba'ath party that bitterly opposed the Sunni Ba'athists in Iraq.





## DEMOGRAPHICS IN THE MIDDLE EAST

| NATION                              | POPULATION              | MAJORITY RELIGION                     | GOVERNMENT                 |
|-------------------------------------|-------------------------|---------------------------------------|----------------------------|
| Bahrain                             | 1,234,596               | Shia Islam (Sunni in power)           | Monarchy                   |
| Cyprus                              | 1,088,503               | Christian                             | Presidential republic      |
| Egypt                               | 82,798,000              | Sunni Islam                           | Presidential republic      |
| Iran                                | 78,868,711              | Shia Islam                            | Islamic republic           |
| Iraq                                | 33,635,000              | Shia Islam                            | Parliamentary republic     |
| <i>Islamic State (unrecognized)</i> | <i>8,000,000 (est.)</i> | <i>Sunni Islam</i>                    | <i>Caliphate</i>           |
| Israel                              | 7,653,600               | Judaism                               | Parliamentary republic     |
| Jordan                              | 6,318,677               | Sunni Islam                           | Monarchy                   |
| Kuwait                              | 3,566,437               | Sunni Islam                           | Monarchy                   |
| Lebanon                             | 4,228,000               | Islam, about half Shia and half Sunni | Parliamentary republic     |
| Oman                                | 2,694,094               | Ibadi Islam                           | Monarchy                   |
| Palestine                           | 4,260,636               | Sunni Islam                           | Semi-presidential republic |
| Qatar                               | 1,696,563               | Sunni Islam                           | Monarchy                   |
| Saudi Arabia                        | 27,136,977              | Sunni Islam                           | Monarchy                   |
| Syria                               | 23,695,000              | Sunni Islam (Shia in power)           | Presidential republic      |
| Turkey                              | 73,722,988              | Sunni Islam                           | Presidential republic      |
| United Arab Emirates                | 8,264,070               | Sunni Islam                           | Monarchy                   |
| Yemen                               | 23,580,000              | Sunni Islam                           | Presidential republic      |



## IN THE FIELD: ISIL's Beliefs

ISIL's Sunni fundamentalism holds to be apostates not only all Shia but also all Sunni who do not accept the authority of ISIL. As apostates, those denounced may be attacked, killed, robbed, enslaved, or imprisoned. Redefining who is truly Muslim in order to remove the protections granted to those living under Sharia is a characteristic ISIL shares with the Wahhabist sect of Saudi Arabia. However, ISIL combines radical fundamentalism with contempt for Islamic scholarship, preferring a literalist and apocalyptic reading of the Quran.

ISIL's mythology predicts an Islamic version of the battle of Armageddon near the town of Dabiq in Syria, where an army of angels will join the jihadis in a final battle against all infidels and apostates. This myth serves a specific political philosophy. Once the trappings of religion are stripped away, ISIL is a genocidal police state.

لَا إِلَهَ إِلَّا اللَّهُ

الله  
رسول  
محمد



# The Father of War

Of all the mighty powers called the Great Old Ones, only one seems to take consistent and attentive interest in humanity: Nyarlathotep, the so-called soul and messenger of the Outer Gods. Nyarlathotep wears uncounted guises to offer corrosive wisdom and power. One particularly bloodthirsty avatar appeared to prehistoric tribes in the Caucasus Mountains in today's southwest Armenia, where it taught them to create lethally sharp knives and arrowheads from chips of obsidian and to use them in slaughter and sacrifice. The earliest known records of this cruel god came in ancient Assyria, where it was worshipped as Shagash, god of slaughter. Its cultists called it Abim Anuntum, the Father of War.

Each chip and flake struck away in creating lethal obsidian weapons held a grain of the consciousness of the Father of War. Once enough chips accumulated, they moved of their own volition, imbued with its spirit. The Father of War appears by night as a whirlwind of razor-sharp obsidian shards. It never stirs by day. It flays the skin off human beings who have the hubris to encounter it, all except those it accepts as worshippers. See **RESEARCHING THE FATHER OF WAR** on page 116 for more of its history.

## The Sons of War

One who bows in worship of the Father of War may become what it calls a "Son of War." Accepting the Father of War into your soul means accepting it into your body as well. It requires swallowing a chip of obsidian imbued with the power of the Father. The modern Sons of War call this the "Vigil of Stone."

The Father of War sometimes uses the Sons of War as its eyes and ears, knowing everything they see and hear. It cannot know its servants' thoughts; it can only hear their words and see their actions. When it wants to call a Son of War to it for instructions, the imbedded chip pulls them. It causes them pain until they answer the call. The individual chips cannot communicate beyond that.

Worship of the Father of War begins with absolute obedience. Those who disobey the Father, or who share its secrets, die horribly. The obsidian chip slices its way through the traitor until it reaches the heart.

Newly manifested, the first thing the Father of War demands from its acolytes is transport to a suitable temple, someplace secure from the light of the sun. Buildings are good. Caves are best. Then the worshippers must provide human sacrifices. The most acceptable means of sacrifices are those that utilize obsidian to kill slowly.

## The Throne of Blood

The Sons of War have not existed for thousands of years. Methods to summon the Father of War are vanishingly rare. The Father of War emerges into the 21st century only by accident.

As detailed in **THE HISTORY OF THE FATHER OF WAR** on page 114, Shagash was last worshipped in ancient Assyria. Little-known myths say armies carried the god of slaughter in a sacred amphora called the Throne of Blood. Its cult fell when a rebellious priest inscribed the bronze stopper to the Throne of Blood with a version of the Elder Sign, a sigil potent against certain powers that exist beyond the dimensions known to humanity. He sought to control his god. When the god refused to be controlled, the priest buried the Throne of Blood in the hope that it would never be found.

Of course, it eventually was.



# Tariq Mohammed Rassam

The man who found the Throne of Blood and who has guarded it for decades is Tariq Mohammed Rassam. He hunted unnatural threats with Delta Green during World War II and on his own afterward.

See **THE JOURNALS OF TARIQ RASSAM** on page 184 for details about his background. Rassam has deep occult history in the region of *Iconoclasts* and with Delta Green. Watch for moments to introduce bits and pieces of his background so the Agents can piece them together.

Rassam eventually fell out of touch with his Delta Green contacts. He spent a lifetime as an academic, careful to avoid too much attention, and quietly sought and confronted unnatural threats in the region. He found the Throne of Blood and became its fearful caretaker. He relied on unnatural rituals to maintain his vitality even knowing they would eventually consume him.

Sometimes Rassam wondered whether all the war he had seen could be evidence of the Father of War's influence on the region. Could there ever be peace in the Middle East until this demonic prisoner was removed from the land? He vacillated between smuggling the Throne of Blood out of the country and burying it in concrete forever.

Then came ISIL.

## ISIL's Invasion

ISIL's takeover of Mosul was so fast that at first no one could believe it. On 4 JUN 2014, the city had 30,000 American-trained infantry and 30,000 policemen. By 10 JUN 2014, those men had thrown down their weapons and run for their lives from an attacking force of 1,500 ISIL fighters. The city and its environs fell into the hands of a motley collection of former Iraqi Ba'athist intelligence officers, home-grown jihadis, and an array of foreign fighters previously drawn to the civil war next door in Syria.

The population of Mosul was subjected to a reign of terror. Dead bodies were everywhere, left as warning to the disobedient. Unlike with Saddam Hussein's intelligence services, those who ran afoul of ISIL authorities did not disappear. They were publicly executed with often grotesque cruelty.

Rassam grew increasingly afraid of what would happen if ISIL found the Throne of Blood.

## Enter the Outlaws

Tariq Rassam made plans to remove the Throne of Blood from its vault and transport it across the border into Turkey; however, that would only be the beginning. The Throne would have to cross many borders before some final disposition could be arranged. To accomplish this, Rassam knew he had to get someone in authority to listen to him about its deadly and unnatural nature. He had to ensure no one would ever open it.

Despite his distrust of the Americans, Rassam felt he had no choice but to reach out to Delta Green. Only they would understand the deadly reality of the Throne and what it contained.

Through his black-market contacts, Rassam purchased a satellite phone. He smuggled letters containing the number for the phone to a cousin he had helped reach the United States. The cousin hand-delivered the letters to every contact Rassam had developed during the three decades he worked with Delta Green. Rassam figured that all of them would be dead by now, but he hoped a group like Delta Green might keep an eye even on their dead agents.

Sure enough, when Rassam's cousin turned up at the Library of Congress with a letter for Delta Green's former leader Joseph Camp, someone noticed.

Rassam's gambit put him in touch with the Delta Green faction known as the Outlaws. Rassam knew nothing of Delta Green's history of disbandment, reinstatement, and balkanization. As far as he knew, there was only ever one Delta Green. And once they got in touch with Rassam via his satellite phone, they did their best to convince him that they were still the Delta Green Rassam had known from long before.



The Outlaws arranged to get the amphora out of Turkey. The plan was for Rassam's Kurdish contacts to bring two Delta Green agents to Rassam's house at 2:00 a.m. on 24 MAR 2016. They would transport Rassam and the amphora across the border into Turkey and then smuggle them to the United States, bypassing customs via a U.S. military flight out of Incirlik Air Base.

That plan will not be executed.

ISIL's Al-Hisbah, or religious police, have chosen 23 MAR 2016 to move against Rassam, who they believe is hiding idolatrous and blasphemous art and artifacts. Al-Hisbah, in the form of the players and their pregenerated characters in this campaign's first scenario, will raid Rassam's home hours before he and the Throne of Blood can be removed.

## After the Father Is Free

After the Father of War is free, events take place unknown at first to the players.

The two Delta Green agents arrive at Rassam's home just after the Father departs. They have a few moments to search the grounds for clues as to what happened. They grab only two things before leaving the scene: the ISIL team's digital camera and the amphora stopper inscribed with the Elder Sign, which both agents recognize. The Throne of Blood is too heavy to be moved quickly.

After returning to Turkey and studying the video, they realize that the situation is bigger than they can handle. They wrangle about it with A-Cell. Finally, A-Cell brings the incident to the attention of the Program. The Program, too, sees the huge risks in confronting an unnatural threat in ISIL territory. Finally, the Program assembles the team with authorization to operate in Iraq.

During that time, ISIL launches its own investigation into the incident at the Rassam house.

## The Vigil of Stone

Once Al-Hisbah notices that its propaganda team has not returned from the Rassam residence, it sends backup to check things out at mid-morning of 24 MAR 2016. Then the public slaughter of fighters at several checkpoints the night the Father is freed draws the attention of Amn al-Dawla, ISIL's internal security service.

The highest-ranking member of Amn al-Dawla in Mosul is Colonel Ahmed al-Jabiri. He previously held that rank inside the Mukhabarat or Iraqi Intelligence Service during the reign of Saddam Hussein. Al-Jabiri leads the investigation. It takes only a couple of hours for Amn al-Dawla to connect the events at the Rassam house with the checkpoint deaths.

Al-Jabiri's first step is to arrest Daoud el-Said of Al-Hisbah, who organized the search of the Rassam home. Despite hours of harsh interrogation, El-Said offers nothing to explain what had happened to his men beyond the assertion that Rassam was a secret pagan practicing black magic. Rassam's vault, laboratory, and library certainly had a distinctly impious atmosphere. Al-Jabiri interprets that to mean Rassam was an educated man and an expert on regional archeology. Al-Jabiri is an educated man himself, without much belief in the supernatural. He continues his investigation.

The following nights, skinless corpses start turning up around Mosul, killed just like the men at the Rassam house, by thousands of cuts executed in seconds. Entire families are butchered at home. Well-armed roadblock teams and alert patrols are peeled down to their muscles.

Sometimes a man disappears rather than turning up skinned alive. Massacred families are found to have members missing. Each bloody incident produces one or more people who are never seen again. The Father of War is collecting new worshippers.

Colonel Al-Jabiri cannot account for how these killings are committed, so he concentrates on finding the missing ISIL militia fighters and Mosul civilians. He knows from his daily intelligence reports that Iraqi and Kurdish forces have begun operations to clear ISIL fighters from areas east and south of Mosul in



preparation for assaulting the city itself. Despite the news blackout, word of the bloody flayings spreads throughout the city. Both occupied and occupiers are terrified. This spreading fear convinces Al-Jabiri that he must be up against some kind of psychological warfare operation run by the CIA.

Al-Jabiri arranges for a company of Chechen mercenaries, the Wolves of Al-Mansur, to be pulled off the line to provide muscle for when he corners the American special operators he suspects are responsible for the atrocities. With the full force of the ISIL police state behind him, Al-Jabiri tracks some of the missing ISIL fighters the ancient ruins of Nineveh. The Father of War has dug a new pit for shelter where once its cult held sway. On the evening of 30 MAR 2016, Al-Jabiri, his Amn al-Dawla agents, and the Wolves of Al-Mansur attack the lair of the Father of War, to Al-Jabiri's eternal regret.

## If Al-Jabiri Dies Early

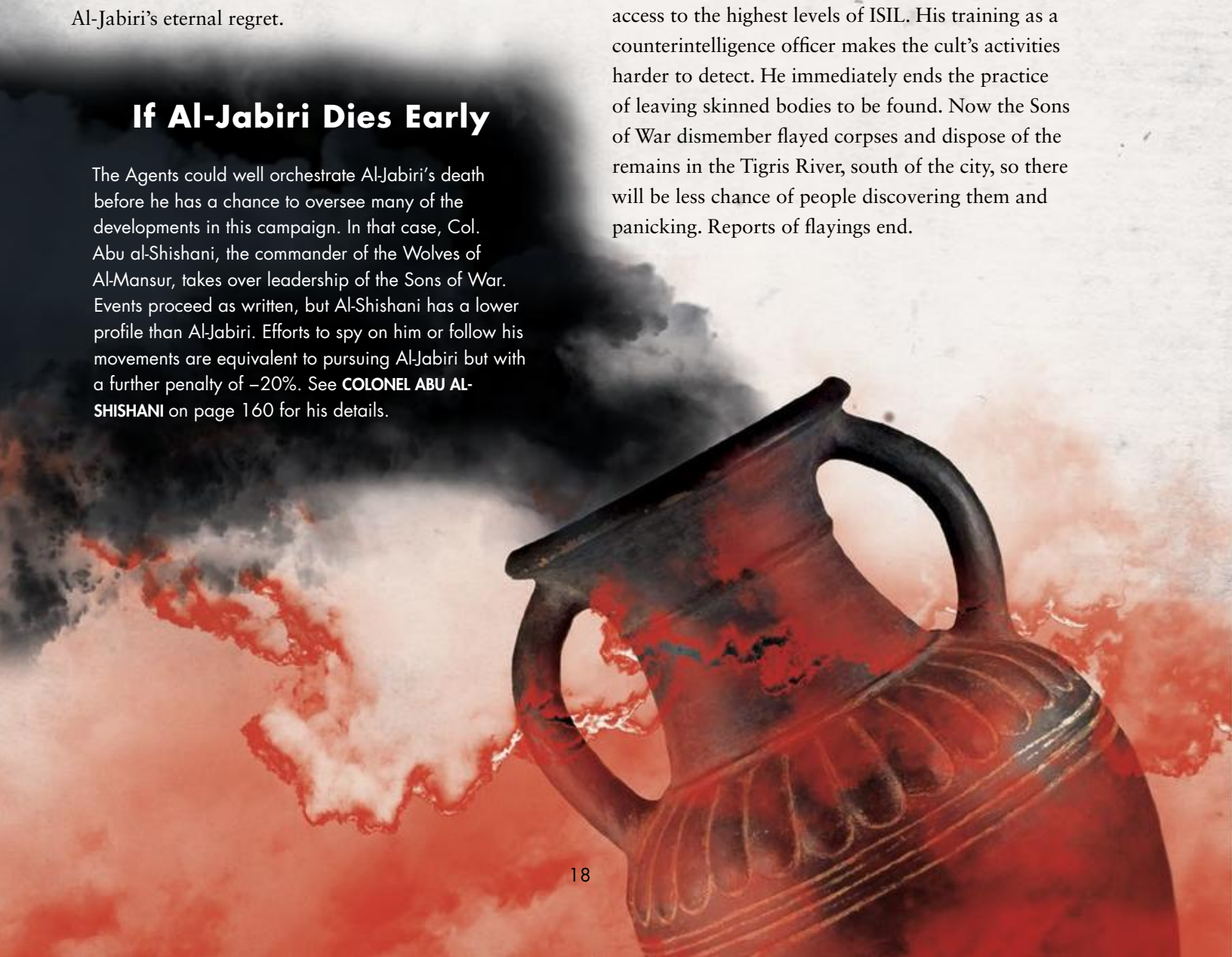
The Agents could well orchestrate Al-Jabiri's death before he has a chance to oversee many of the developments in this campaign. In that case, Col. Abu al-Shishani, the commander of the Wolves of Al-Mansur, takes over leadership of the Sons of War. Events proceed as written, but Al-Shishani has a lower profile than Al-Jabiri. Efforts to spy on him or follow his movements are equivalent to pursuing Al-Jabiri but with a further penalty of -20%. See **COLONEL ABU AL-SHISHANI** on page 160 for his details.

Most of Al-Jabiri's Chechen mercenaries die around him, screaming and skinless beneath the ancient capital of the Assyrian Empire. To save their own lives, Al-Jabiri, four of his Amn al-Dawla agents, and 20 Chechens pledge their submission to the demon in the darkness. Each swallows a sliver of obsidian, a piece of the Father of War itself. Al-Jabiri calls it the "Vigil of Stone."

Al-Jabiri and his men have no choice but to obey their new god. As time goes on, they come to actively want to obey. As their sanity erodes, they see the value of blood and victory.

## The Sons of War Reborn

The Father of War's first order to Al-Jabiri is to gather more worshippers for *Abna' alharb*, the burgeoning Sons of War cult. Al-Jabiri's recruitment gives the cult access to the highest levels of ISIL. His training as a counterintelligence officer makes the cult's activities harder to detect. He immediately ends the practice of leaving skinned bodies to be found. Now the Sons of War dismember flayed corpses and dispose of the remains in the Tigris River, south of the city, so there will be less chance of people discovering them and panicking. Reports of flayings end.





Rather than requiring the Father of War to hunt across the city for prey and recruits, Al-Jabiri assigns the new Sons of War to ISIL's execution squads. Captured prisoners, traitors, apostates, and other enemies are brought to the caves beneath Nineveh.

Recruitment is no longer random. Al-Jabiri selects officers in ISIL's security apparatus and arranges for them to be tricked or forced to come to the Father's lair. Those who accept the Vigil of Stone return to their lives serving a new master. Those who refuse disappear into the Tigris River. Most people in Mosul don't notice those disappearances. Al-Jabiri recruits among members of Amn al-Dawla (ISIL counterintelligence) and Amn al-Dakhili (police), and most of those men are not natives of Mosul. Al-Jabiri subverts the very forces that should be hunting the cult.

There are side effects, however. Inside ISIL security organizations and Al-Hisbah, these disappearances are the subject of many hushed rumors. The men who have disappeared are among the most loyal and reliable of ISIL's servants. They are the least likely to flee or be secretly arrested for treason. Their absence, and the silence around their absence, is impossible to ignore. Their disappearances are not ordered by the state or being investigated by the state. This prompts a lot of chatter, a fair amount of which is intercepted by U.S. SIGINT assets.

The growth of the Sons of War is slow but steady. The first recruits act out of sheer terror. However, ISIL has long filled its propaganda outlets and mosques with promises of divine intervention to destroy the "Crusaders" and other apostates that threaten the caliphate. And Al-Jabiri knows that as the Kurds and Iraqis close in around Mosul, there will be much need for a god who can deliver on promises to drown the enemies of the faithful in rivers of blood. Like any good father, the Father of War will act to protect its children.

Al-Jabiri sells the Father of War to recruits with a mix of Arab folklore and grossly misinterpreted Islam. He claims the Father of War is the archangel Azrael, *Malak al-Mawt*, the Quranic Angel of Death. Al-Jabiri constantly reinforces the idea that the Azrael serves the will of Allah by dispatching sinners and traitors of

ISIL. Fear and the comfort of this delusion keep the group from disintegrating.

## The Growth of the Cult

On 1 APR 2016, as the Agents attend the Program's briefing, there are over two dozen Sons of War, including Al-Jabiri, four Amn al-Dawla agents, and 20 Chechen fighters. There were more, but Al-Jabiri's raid killed them before the Father of War intervened.

On average, the cult grows by one member a day. Forced conversions are accompanied by disappearances as people brought before the Father of War choose death before apostasy. The longer the Agents take to resolve the situation, the more Sons of War they must deal with.

As things become less tenable for ISIL in northern Iraq, and therefore also untenable for the Sons of War, Al-Jabiri plans to pull out of Mosul. His plan, in consultation with the Father of War, is to write the ritual to summon the Father of War in modern Arabic and teach and distribute it to as many Sons of War as he can. On 2 AUG 2016, he will dispatch a number of Sons of War to Raqqa, ISIL's capital in Syria, by many different routes. Al-Jabiri hopes this will ensure at least one Son of War survives to invoke the Father of War, allowing it to instantly appear in Raqqa and take up residence in freshly blood-baptized obsidian chips.

Al-Jabiri will also attempt to smuggle the Father of War out of Mosul physically, in the back of a specially armored tanker truck. The truck will leave Mosul on 3 AUG 2016 at 6:00 p.m. It will be escorted by the Sons of War in armored technicals and Humvees mounting heavy machine guns and grenade launchers. He himself will travel as one of the lone couriers.

As for the Throne of Blood, the Father of War has abandoned it, refusing to be trapped again.

The Delta Green team must locate the Father of War and discover a means of neutralizing it and the Sons of War before the cult abandons Mosul. If it fails, it loses the chance to contain the situation. New cults dedicated to the Father of War will spring up in war zones around the globe as insurgents and security forces embrace a god that promises victory and grants at the very least the satisfaction of endless blood.



# LIFE IN MOSUL

Mosul is an ancient Muslim city reshaped first by Saddam Hussein's ubiquitous concrete construction and now by ISIL's demented dreams.

Mosul has been depopulated. Before ISIL took over in 2014, the city had a population of 1.8 million. Today, just over 700,000 people remain. The rest are dead or have fled. But when the city was taken, ISIL barely fired a shot. The killing took place in an orderly fashion after the city surrendered.

On some blocks there is no battle damage to be seen. Others are in rubble from U.S. and Iraqi airstrikes.

Large portions of the city are silent, with few people in the streets and absolutely no unaccompanied women. Women who do emerge are accompanied by male relatives and wear the *niqab*, which covers everything but the eyes. No woman works at any job in public except a few members of Al-Khansaa Brigade, a small, all-female branch of Al-Hisbah tasked with punishing women for moral failings.

ISIL graffiti covers the walls of buildings, either exhorting the populace to greater devotion, or designating buildings as having become the property of ISIL. The call to prayer (*adhan*) comes five times a day and is strictly enforced.



## City Services

Cell phone networks have been down since 2014. There is no music. There is no television. Private satellite dishes have been removed.

Nevertheless, the streets are impeccably clean. Garbage service is run under the threat of imprisonment and corporal punishment. There aren't even cigarette butts on the sidewalks, not the least because ISIL has declared smoking cigarettes a flogging offense. Occasionally a severed head is displayed at an execution site with a cigarette stuck between its lips to drive home the point about repeat offenders.

Corporal punishment motivates much of the city's services. If it is physically possible for the water, gas, or electricity to function, then it functions. ISIL has threatened city workers with imprisonment and death should they fail at their jobs.

## On the Streets

The rainy season has ended. Dust churned up by vehicle traffic stings the eyes and coats the nostrils despite round-the-clock street sweeping.

Driving through Mosul is slow. Car and truck traffic is limited to official and commercial purposes, but checkpoints dot the city, especially on bridges crossing the Tigris River. The bored young men manning these checkpoints enthusiastically flaunt their authority. Drivers are often seen kneeling on the road next to their trucks while gunmen strut about with AK-47s, searching vehicles and examining travel documents for an excuse to start shooting. This creates traffic jams.

Large intersections, particularly those with traffic circles, are where the regime displays the bodies of those they have executed for crimes against the state and God. The bodies are left out for days in the sun. The smell of death in these places is ever-present. Heads are often piled separately from the bodies.

Whole cadavers are left hanging from pedestrian and vehicle overpasses so drivers are forced to see them as they drive beneath. Sometimes the swarming maggots drop down onto the cars as they drive beneath the corpses. The dead are guarded lest the families try to take the bodies away for proper Islamic funerals. Guarding the dead is not preferred duty. The stench of death often keeps the guards edgy and short tempered.





# All Activity of the Father of War



# Timeline

Kurdish and Iraqi operations against ISIL form the backdrop of this campaign. Operation CONQUEST is not a direct attack on Mosul but a preparatory campaign to secure the villages and towns around the city. Particularly notable or notorious executions carried out by ISIL in and around Mosul have also been included. Some of these events could impact the course of the campaign. This timeline also includes fictional events that will occur unless the Agents intervene, right up until the Sons of War evacuate Mosul for Raqqa.

Fictional events are in *italics*.

## 23 MAR 2016

» Full moon.

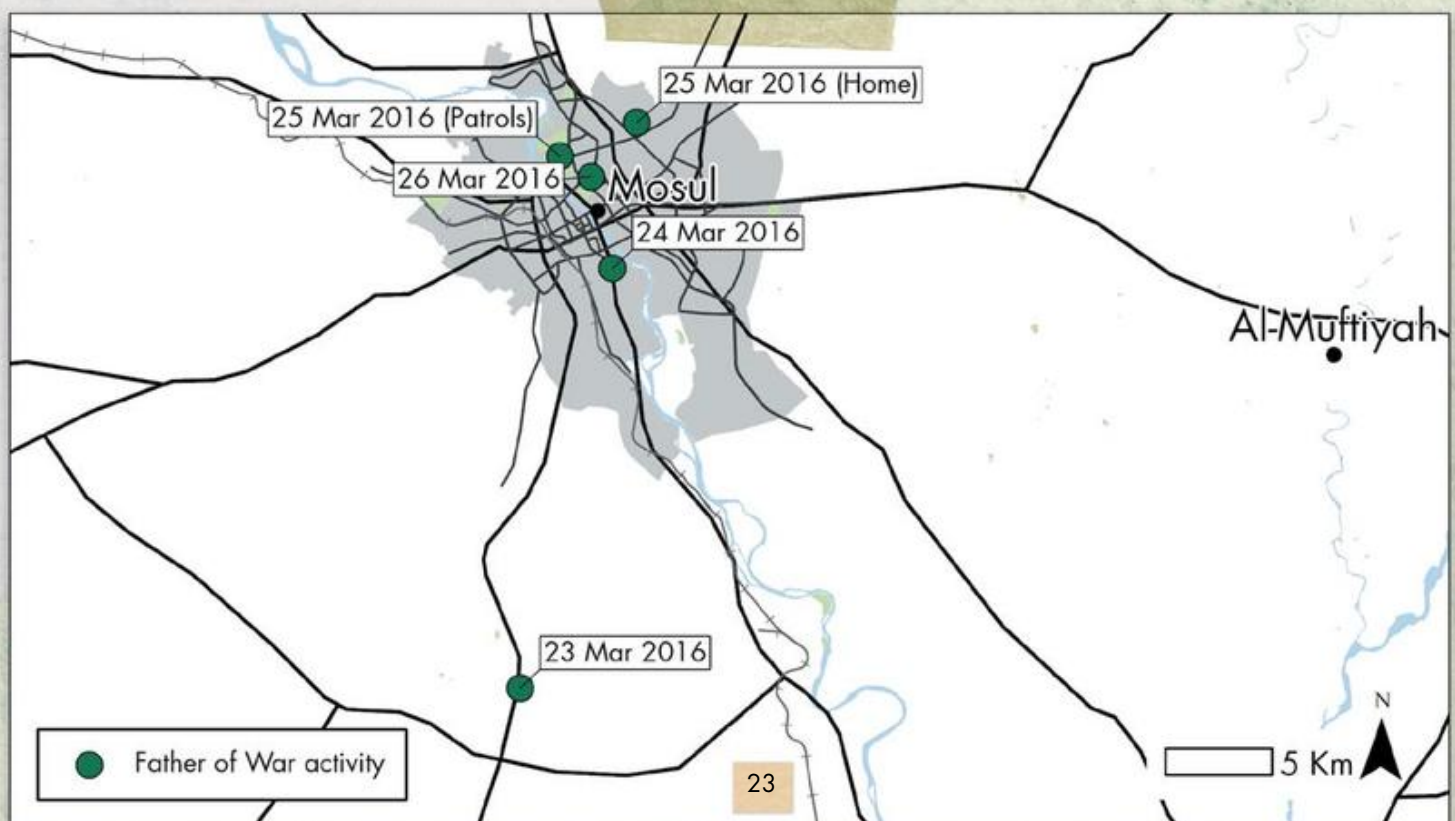
» *ISIL Al-Hisbah fighters raid the home of Tariq Rassam. It turns disastrous as the Father of War is released into the world.*

» *The Father of War attacks an ISIL checkpoint as it travels cross-country to Nineveh. It kills three ISIL fighters and leaves their flayed bodies to be found by the next vehicle that approaches the checkpoint. Once it arrives at Nineveh, it carves caves for itself beneath the ruins.*

## 24 MAR 2016

» *Agents Sloan and Stillwater of the Delta Green Outlaws come to the home of Tariq Rassam and find carnage. They remove a video recorder and an amphora stopper that bears an Elder Sign and flee before ISIL investigators arrive.*

» Iraqi forces advance westward toward the oil town of Qayyarah, southeast of Mosul. Iraqi troops are reported to have recaptured several villages from ISIL, among them Garmandi, Kudila and Khurburdan, though it is later revealed





that government forces were trying to capture Al-Nasr. Two brigades of the U.S.-trained Iraqi 15<sup>th</sup> Division face the brunt of the fighting while the Peshmerga hold their front line.

- » About 200 U.S. Marines and a few U.S. Army and Iraqi soldiers support the offensive with fire from four howitzers at Firebase Bell outside Makhmur, about 70 km southeast of Mosul and 24 km from ISIL lines. Firebase Bell faces rocket and suicide bomber attacks. The Pentagon renames it Kara Soar Counter Fire Complex on 30 MAR 2016 and eventually names it Kara Soar Base.
- » Amn al-Dakhili (ISIL's criminal police service) responds to the checkpoint massacre.
- » Al-Hibah follows up on their missing team after morning prayers and find the massacre scene. First Amn al-Dakhili is called, but that quickly results in Amn al-Dawla (ISIL counterintelligence) being alerted. That brings Colonel Ahmed Al-Jabiri to the Rassam residence massacre. Al-Jabiri takes over the investigation. His team discovers Rassam's artifacts, lab, and library. Remains are removed but due to the amount of blood at the scene, the evidence in Rassam's vault is not collected. After the attack is documented and photographed, men from an ISIL disciplinary unit are brought in to clean up the blood. The house is placed under guard.
- » Al-Jabiri takes over investigation of the checkpoint massacre and looks for related attacks.

## 25 MAR 2016

- » Overnight, the Father of War visits a home north of the ruins of Nineveh. Seven of the family are flayed alive, but two sons disappear, forced to accept the Vigil of Stone. The massacre is discovered in the morning by the Amn al-Dakhili, who report it to Al-Jabiri.
- » Overnight, the Father of War kills six ISIL fighters in two different attacks. Two ISIL fighters escape with their lives but are unable to report coherently. They have taken the Vigil of Stone.
- » Al-Jabiri orders street patrols in Mosul doubled after dark.
- » Delta Green Outlaws Sloan and Stillwater report to A-Cell. A-Cell decides to bring their evidence to the Program.

## 26 MAR 2016

- » Iraqi forces shell ISIL headquarters in the oil town of Qayyarah, killing 25.
- » Overnight, one ISIL fighter on night patrol is killed and three are reported as deserters. The deserters accepted the Vigil of Stone and now have joined the Sons of War.
- » The Father of War slaughters a family in their home west of Nineveh. Six die and one son goes missing. The son takes the Vigil of Stone and joins the burgeoning cult in the tunnel the Father of War has dug under Nineveh.
- » Delta Green Outlaws Sloan and Stillwater arrive at Incirlik AFB Turkey. They take military space-available flights, Sloan to Germany and Stillwater to the U.S.



**27 MAR 2016**

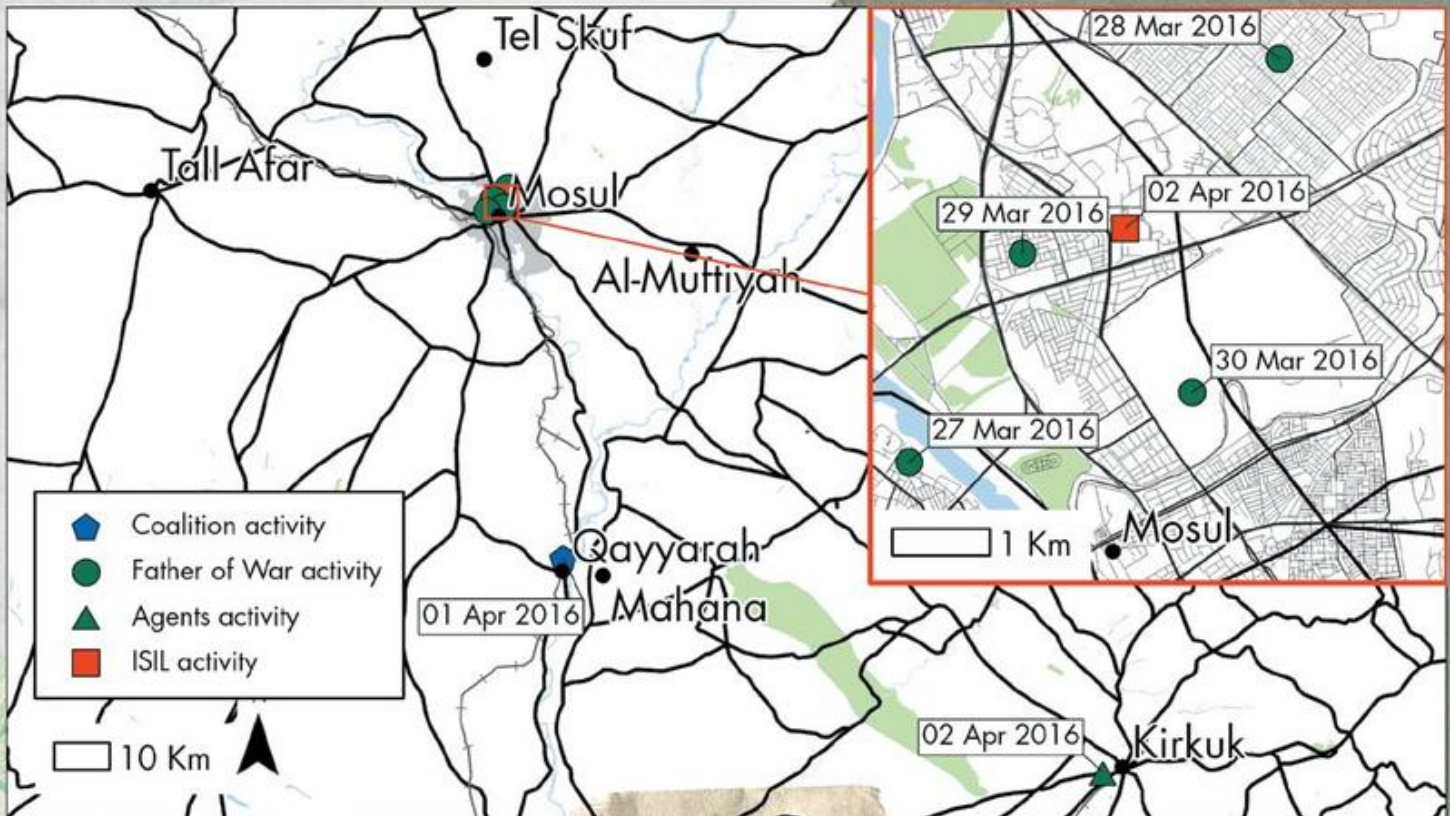
- » Overnight, eight more ISIL fighters are killed in the streets of Mosul. Two go missing and three escape. All five survive by accepting the Vigil of Stone.
- » Col. Ahmed al-Jabiri arranges for a company-strong unit of Chechen fighters, the Wolves of Al-Mansur, to be pulled from the front and brought to Mosul.
- » Agent Sloan of the Delta Green Outlaws makes contact with the Program. He begins the process of convincing the Program that his intel is real and the threat is genuine. The Program works to confirm his story.
- » Abu Furqan al-Misry, a notorious ISIL commander and executioner, is killed in action.

**28 MAR 2016**

- » Another night and seven more ISIL fighters are killed in the streets of Mosul. Two go missing and two survive the attacks. All four take the Vigil of Stone.
- » Ahmed al-Jabiri suspects that survivors of the nightly attacks may be involved in other attacks. He has the survivors placed under surveillance.

**29 MAR 2016**

- » Ahmed al-Jabiri's investigators discover that survivors of night attacks are in contact with the fighters and civilians who had gone missing. Surveillance shows them visiting the tunnel the Father of War dug beneath Nineveh. Al-Jabiri prepares to raid the tunnel the next night with his Chechen fighters.





» Another home is attacked in Mosul. Eight members of the family are found flayed. The eldest son goes missing, having accepted the Vigil of Stone.

» Radio chatter in Mosul concerning ISIL fighters and civilians being flayed alive convinces the Program to take Agent Sloan's story seriously. The Program establishes Operation BONE BOX and assembles a response team: the players' Agents.

### 30 MAR 2016

» Third quarter moon. 

» Ahmed al-Jabiri raids the tunnel beneath Nineveh. Seventy of his Chechen mercenaries die skinless and screaming. Al-Jabiri and four of his Amn al-Dawla officers and 20 Chechens take the Vigil of Stone and join the Sons of War.

» Al-Jabiri takes charge. He has the newly recruited Sons of War collect the bodies of their comrades, dismember them, and dispose of them downstream in the Tigris River.

» No open attacks on ISIL fighters or Mosul residents occur after this date.

### 31 MAR 2016

» The Program flies the Agents to the U.S. base Panzer Kaserne in Germany.

### 1 APR 2016

» Mosul residents in fear of bombing and fighting begin to flee the city, choking the region with refugees.

» Coalition aircraft carry out airstrikes near Qayyarah, destroying an ammo dump.

» The Program briefs the Agents on Operation BONE BOX.

### 2 APR 2016

» Heavy fighting in Al-Nasr, and south of Mosul in Makmur District, leaves 40 ISIL dead.

» The Agents fly to Kirkuk Airport and are assigned a corner of the USAF base there to begin Operation BONE BOX.

### 4 APR 2016

» Coalition airstrikes destroy the ISIL-occupied Turkish Consulate in Mosul, with Turkish permission.

» ISIL-occupied Al-Nasr still holds out against Iraqi forces.

### 5 APR 2016

» An airstrike destroys ISIL's training headquarters near the Mosul Grand Mosque, killing 50.

### 6 APR 2016

» Peshmerga and allied tribal forces join the Iraqi army fighting in Al-Nasr.

### 7 APR 2016 / Rajab 1437 AH

» New moon. 

» A bridge over the Tigris River in Mosul is destroyed by an airstrike, cutting off a supply line.

» An airstrike targets a laboratory of chlorine-filled rockets, chlorine gas and other toxic materials belonging to ISIL in Al-Saawiya village in Qayyarah District, destroying it completely and killing 30 fighters.

» The Father of War, strengthened by sacrifices, rises from the caves beneath Nineveh and attacks an Iraqi armored platoon changing positions under cover of darkness near Qayyarah. The 12 crewmen are flayed alive inside their three M-1 Abrams tanks. The Iraqi



*Army recovers the tanks and attempts to sanitize them and put them back into service.*

#### 9 APR 2016

» Coalition airstrikes hit Mosul. Two strikes on an ISIL defensive fence in Al-Haj, south of Mosul, kill over 20 militants and pulverize the base. Coalition jets kill 10 militants in Al-Mahanna District, south of Mosul.

#### 10 APR 2016

» ISIL bulldozers destroy the ancient Mashki Gate at the Nineveh ruins.

#### 12 APR 2016

» British airstrikes near Mosul and Qayyarah take out an ISIL rocket-launching team and a mortar team.

#### 14 APR 2016

» First quarter moon.

» ISIL bulldozers destroy the ancient Adad Gate and adjacent walls in the Nineveh ruins.

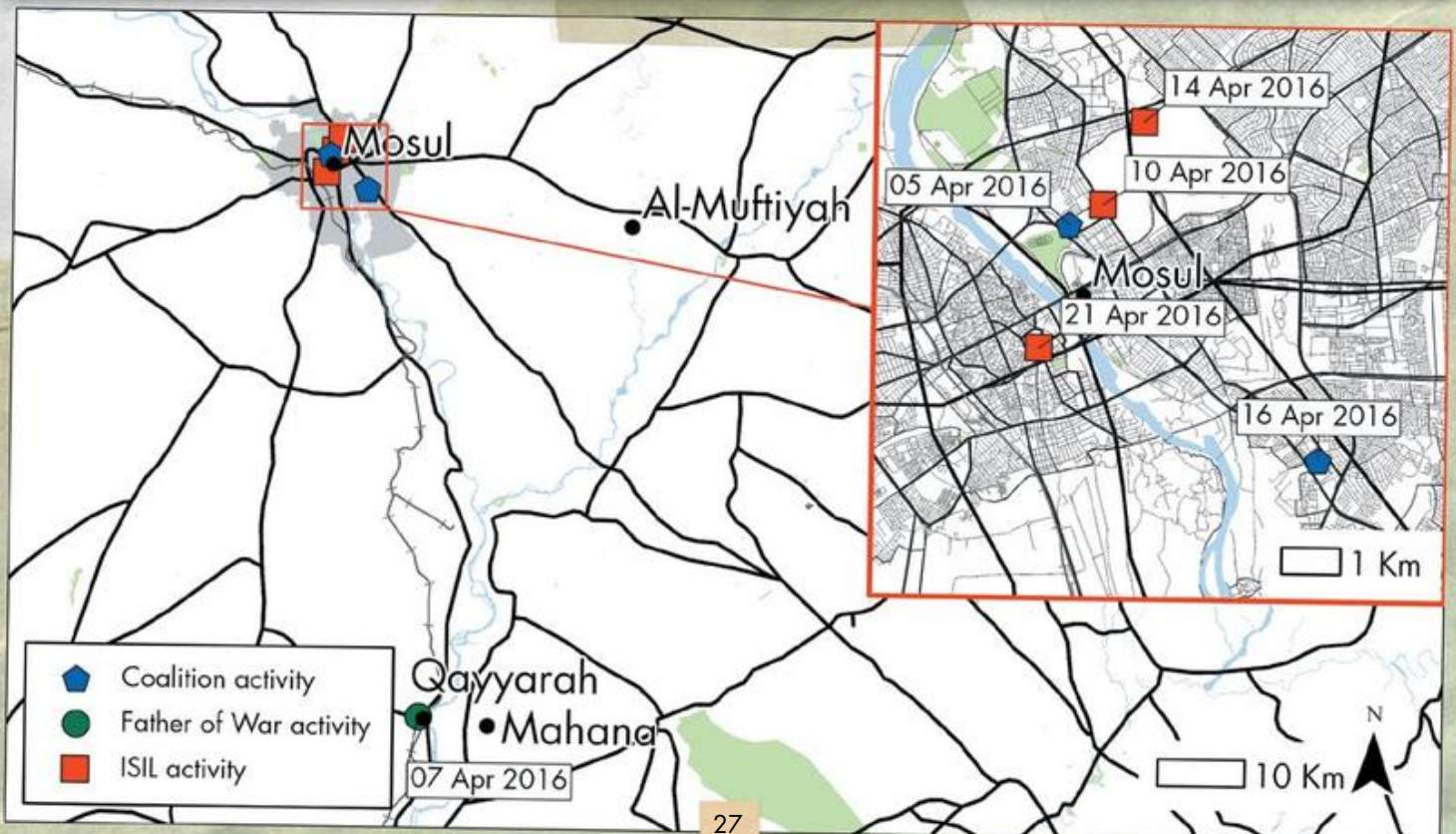
#### 16 APR 2016

» A coalition airstrike kills Imad Khalid Afar, a senior ISIL commander and adviser, near the Salam Hospital in Mosul, which ISIL uses as an operational headquarters.

#### 18 APR 2016

» Helicopter-borne U.S. and Peshmerga forces carry out a raid in Hamam Alil, south of Mosul, killing three ISIL militants. One is Salam Abd Shabib al-Jbouri, the former top ISIL commander in Mosul.

» The Peshmerga launch an offensive on Khorsabad, northeast of Mosul, capturing the villages of Nawara and Barima and the Khorsabad intersection to the north.





**19 APR 2016**

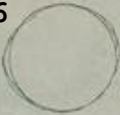
- » Peshmerga forces enter Khorsabad.

**21 APR 2016**

- » ISIL executes two fighters and three civilians for homosexuality by throwing them from the top of a high building in the area of Bab al-Tub in central Mosul.
- » Reports indicate that since Mosul was taken by ISIL in 2014, over 250 women and girls have been executed by firing squad for refusing to become “temporary wives” for ISIL fighters. The vast majority of the victims are Yazidis.

**22 APR 2016**

- » Full moon.

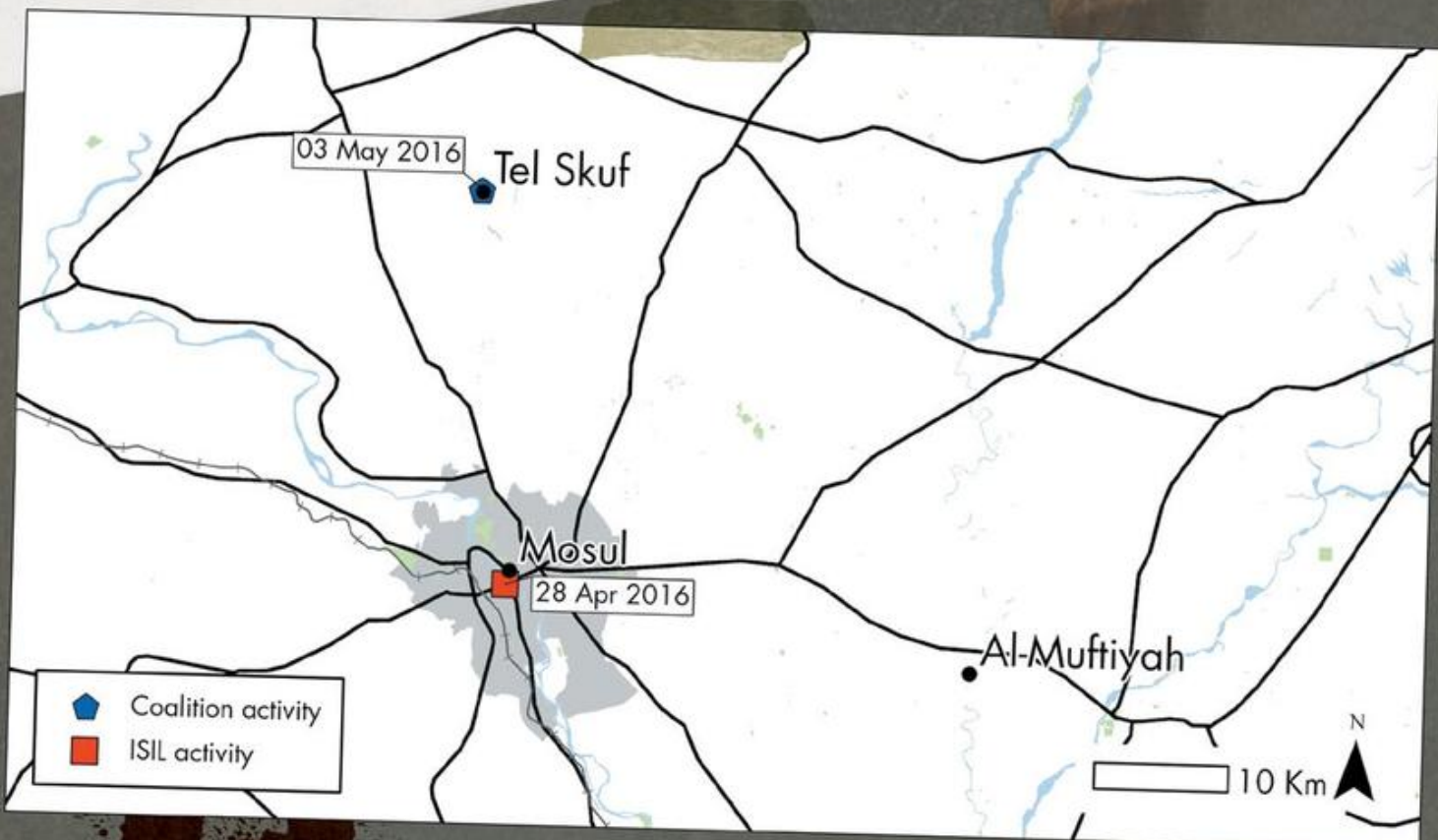


**27 APR 2016**

- » The Iraqi Army captures Mahana, a village in the Makhmur area southeast of Qayyarah. The clashes and aerial bombardments kill 200 ISIL militants.
- » ISIL executes seven civilians for collaborating with the Iraqi government. They are drowned in metal cages lowered into a swimming pool.
- » The Iraqi Army shells Khayata village, in the Qayyarah District, killing 35 ISIL militants.

**28 APR 2016**

- » ISIL blows up the nineteenth-century Christian Sa'a Qadima Church and clock tower in central Mosul.





**29 APR 2016**

- » The Iraqi Army repels an ISIL counterattack on the villages of Mahana and Khardan, killing 91 ISIL militants.
- » An Australian ISIL recruiter, Neil Prakash, also known by his alias Abu Khaled al-Cambodi, is mistakenly reported to have been killed in a U.S. airstrike in Mosul.

**30 APR 2016**

- » Third quarter moon.



**1 MAY TO 11 JUN 2016**

- » There is a lull in the fighting as Iraqi and Peshmerga gains are consolidated.

**2 MAY 2016**

- » The Iraqi Army shells ISIL forces in Shayla village in Makhmur District, south of Mosul, killing nine.
- » ISIL begins demolishing the ancient Southwest Palace of Sennacherib in the ruins of Nineveh.

**3 MAY 2016**

- » ISIL militants with more than 20 vehicles attack a Peshmerga position near the town of Tel Skuf, north of Mosul, where a dozen U.S. troops are acting as advisors. The militants break into the position using three truck bombs followed by bulldozers to clear the wreckage away.
- » The Peshmerga and U.S. forces call for a Quick Reaction Force (QRF) to respond and help personnel withdraw from Tel Skuf. The QRF includes about a dozen U.S. aircraft: F-15s, F-16s, A-10s, B-52s, and two drones carry out 31 airstrikes which destroy two more truck bombs. Together, the coalition forces repel the attack.

» The battle for Tel Skuf continues for another 12 hours, killing 58 militants and capturing three ISIL mortars and 20 vehicles. Peshmerga forces capture three Humvees that ISIL had captured from the Iraqi military in 2014. Special Warfare Operator 1st Class Charles Keating IV, a U.S. Navy SEAL who was part of the QRF, is the third American serviceman to be killed in combat during Operation INHERENT RESOLVE. Ten Peshmerga fighters are killed and 30 wounded. Two U.S. medevac helicopters are damaged by small arms fire.

» It emerges that the Tel Skuf attack is part of an ISIL counter-offensive on multiple fronts. Near Tel Skuf, ISIL destroys a Peshmerga checkpoint. Iraqi special forces foil an attack by five suicide bombers in the village of Khirbirdan. Peshmerga forces repel an ISIL assault on Wardak. Coalition aircraft carry out seven airstrikes near Mosul, hitting six groups of ISIL fighters as well as two vehicles, three weapons caches, a mortar system, and other targets. The offensive is one of the most complex battlefield operations launched by ISIL since December 2015. It fails.

» ISIL executes 17 civilians in Mosul by firing squad for refusing to fight for the Caliphate.

**5 MAY 2016**

» ISIL arrests 200 Mosul civilians for refusing to fight for the Caliphate and executes 25 ISIL fighters by firing squad for "escaping from battles."



**6 MAY 2016 / Sha'ban 1437 AH**

- » New moon.
- » An airstrike on ISIL forces in the village of Al-Ju'wana in the district of Makhmour kills 20.
- » *The Father of War hears his Sons' prayers, accepts their offerings, and emerges to attack a unit of Shia militia holding defensive positions around the village of Mahana. Twenty-three members of Shia Kata'ib al-Imam Ali (the Battalions of Iman Ali) are found flayed alive. Four fled for their lives and give conflicting accounts of the massacre.*

**7 MAY 2016**

- » An airstrike destroys an ISIL fuel station south of Mosul, killing 17.

**8 MAY 2016**

- » ISIL finishes demolishing the Southwest Palace of Sennacherib in the ruins of Nineveh.

**9 MAY 2016**

- » Iraqi forces retake the northern village of Kabrouk from ISIL, supported by artillery and airstrikes from the U.S.-led Coalition. It takes less than two hours, as militants put up little resistance. Forty ISIL militants are killed. This advance brings Iraqi forces slightly closer to the oil town of Qayyarah.

**13 MAY 2016**

- » First quarter moon.
- » ISIL executes by firing squad five fighters in Mosul for espionage.
- » ISIL executes by firing squad 11 Mosul citizens for using cell phones.

**16 MAY 2016**

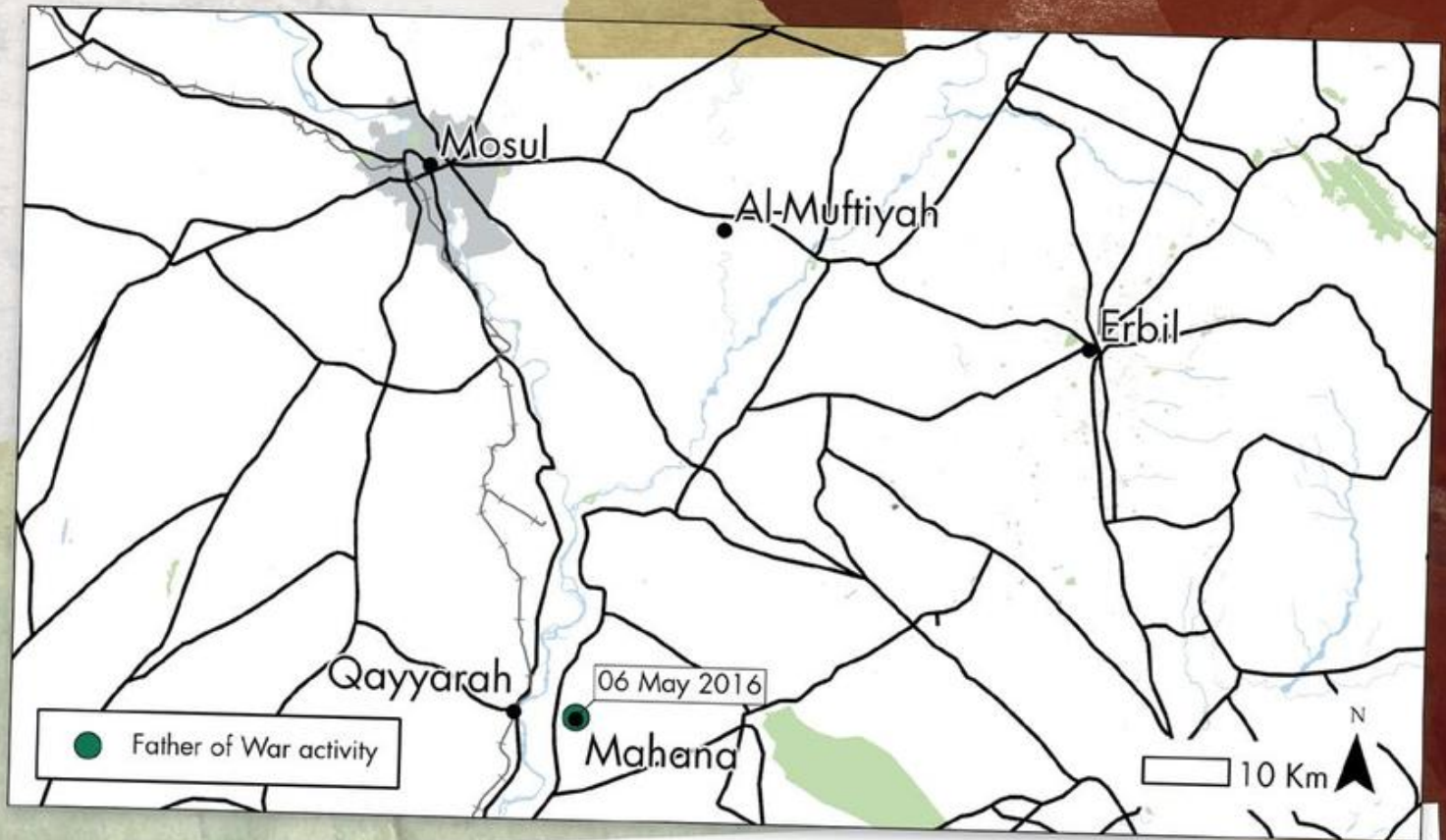
- » ISIL's Al-Hisbah executes one woman and 20 men for "illegal relations." Execution is by stoning. It takes over an hour to kill the victims.

**22 MAY 2016**

- » Full moon.









**28 MAY 2016 TO 30 MAY 2016**

- » Peshmerga forces recapture nine villages southeast of Mosul, including Mufti, Tulaband, Shuqali, and Wardak. Four Peshmerga fighters and 140 ISIL militants are killed.

**29 MAY 2016**

- » Third quarter moon. 
- » Peshmerga forces, consisting of 5,500 fighters supported by Coalition airstrikes, retake the towns Al-Muftiyah and Jim Kour near Mosul.

**31 MAY 2016**

- » The Iraqi army repels an ISIL attack on the areas of Kabrouk, Mahana, and Kharbrdan west of Makhmur, killing 22 fighters. The militants use two booby-trapped vehicles against the army's district headquarters.

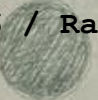
**1 JUN 2016**

- » ISIL executes six men by firing squad in Mosul's main square for selling cigarettes.
- » Outside Mosul, ISIL executes by firing squad 13 former officers of Saddam Hussein's Iraqi army for refusing to join ISIL.

**3 JUN 2016**

- » ISIL publicly burns to death 17 Yazidi girls and women in Mosul for refusing to become "temporary wives" of ISIL fighters.

**5 JUN 2016 / Ramadan 1437 AH**

- » New moon. 
- » *Answering the call of the Sons of War, the Father of War attacks a convoy of trucks carrying Peshmerga forces*

*to the town Al-Muftiyah. Forty-six Peshmerga soldiers are played to death. Another 33 survive but suffer horrific injuries. Of the survivors, another 12 will die in hospital. Witness statements vary wildly.*

**6 JUN 2016**

- » Ramadan fasting begins.
- » ISIL in Mosul publicly executes 11 locals for attempting to flee ISIL-controlled territory.

**9 JUN 2016**

- » ISIL in Mosul publicly stones a woman to death in front of the Zahraa Mosque.

**12 JUN 2016**

- » First quarter moon. 
- » The Iraqi Army renews its offensive south of Mosul to capture the village of Hajj Ali on the banks of the Tigris River. The offensive is supported by Coalition warplanes, after U.S. and Iraqi units hit ISIL positions with artillery in recent days.

**13 JUN 2016**

- » The Iraqi Army captures Hajj Ali and the villages of Khirab Jabri and Kaproki.

**20 JUN 2016**

- » Full moon. 

**25 JUN 2016**

- » A U.S. airstrike kills two senior ISIL officers in Mosul, deputy war minister Basim Muhammad Ahmad Sultan al-Bajari and military commander Hatim Talib al-Hamduni. Al-Bajari is suspected of organizing mustard gas attacks and leading the takeover of Mosul in 2014.



**27 JUN 2016**

» Third quarter moon.

**4 JUL 2016 / Shawwal 1437 AH**

» New moon.

» *The Father of War strikes down an Mi-17 helicopter from the Iraqi 15th Squadron. It is transporting a unit of the 2nd Battalion, 1st Special Operations Brigade as they return from a successful raid to capture an ISIL commander along the Tigris River. The Father of War blinds the pilots, forcing a crash landing, then flays the rest of the team as they secure their prisoner and radio for assistance. The pilots survive, half-mad and utterly blind. The prisoner survives, utterly insane. All 20 commandos die.*

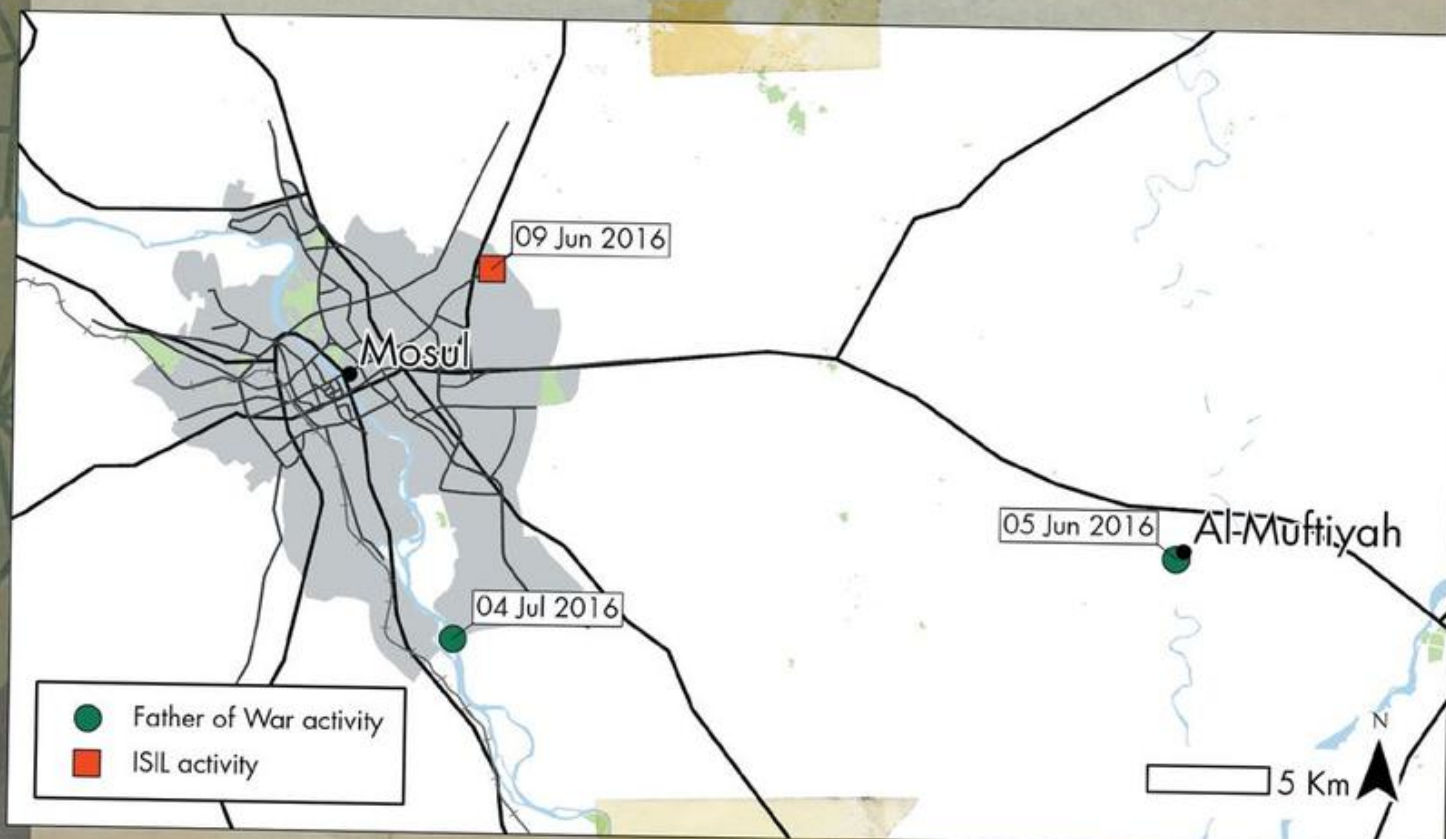
**7 JUL 2016**

» July 7-9: The festive holiday Eid al-Fitr marks the end of the month-long daylight fasting of Ramadan. In Iraq, Eid begins on 7 JUL 2016 and lasts three days. For ISIL, it marks the end of a month-long spree of terror attacks in Iraq, Turkey, Bangladesh, and Saudi Arabia.

» The Iraqi Army captures an area on the Tigris River southwest of Haj Ali, linking up two fronts and besieging an ISIL pocket containing a hundred villages and the town of Hawija.

**9 JUL 2016**

» The Iraqi Army captures Qayyarah Airfield West in Nineveh province, reportedly without resistance. The airfield is considered a strategic launch pad for the Mosul offensive.





**12 JUL 2016**

» First quarter moon.

**15 JUL 2016**

- » Iraqi troops establish a floating bridge over the Tigris River south of Mosul, connecting Makhmur to Qayyarah.
- » President Erdoğan of Turkey launches a crackdown purportedly in response to a military coup. The Turkish MİT backs Erdoğan.

**16 JUL 2016**

- » A large boat carrying more than two tons of explosives en route to the Tigris floating bridge is destroyed by a coalition airstrike near Haj Ali village.
- » Turkey begins the mass arrest of military officers, including many pro-NATO officers. Erdoğan blames U.S. resident Muhammed Fethullah Gülen for

masterminding an attempted coup. The U.S. government refuses to surrender Gülen to Turkish custody.

**19 JUL 2016**

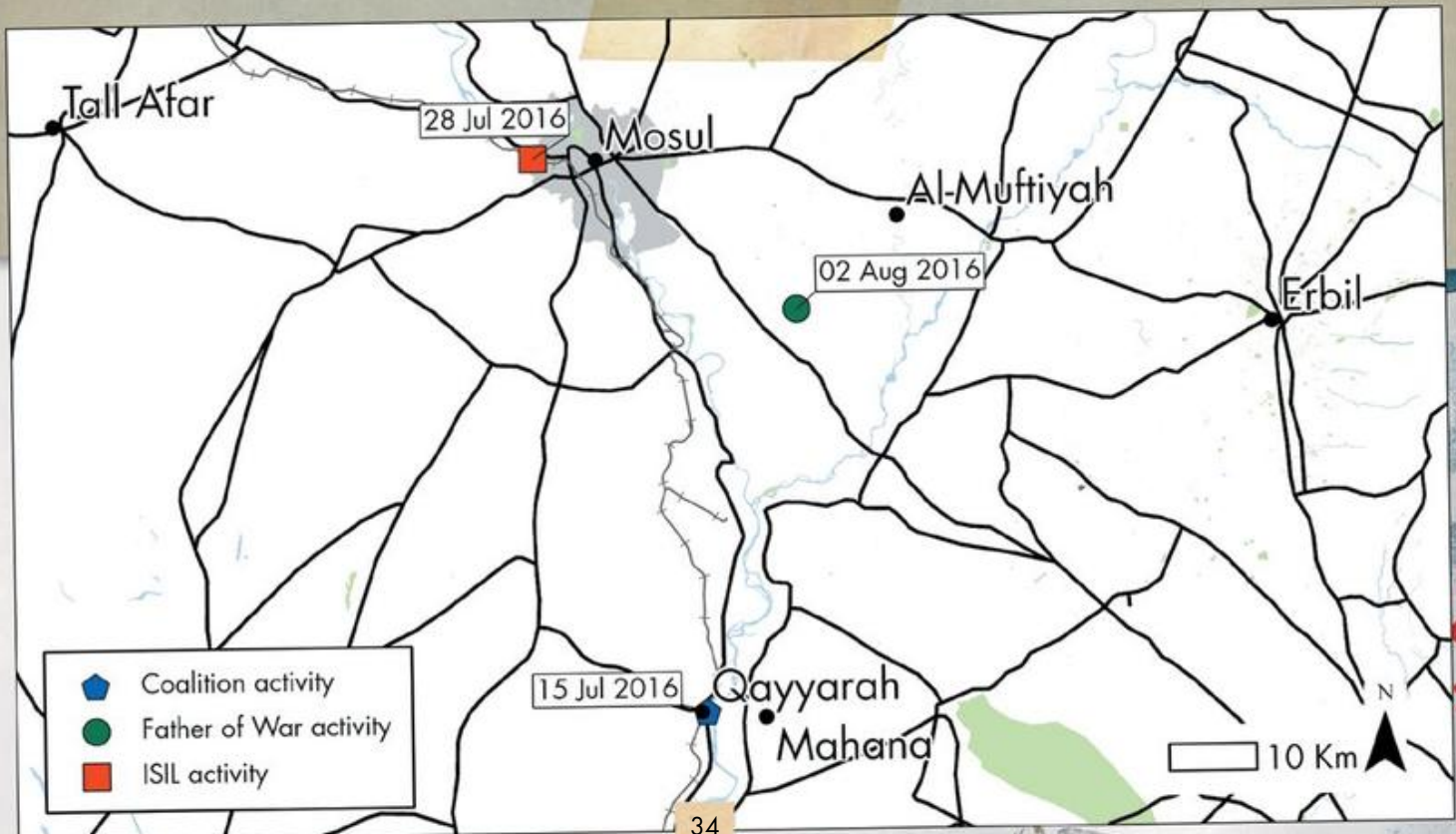
- » Women lead the first public protest in Mosul since ISIL took over in June 2014. ISIL fighters kill 12 women and arrest many more.

**20 JUL 2016**

- » Full moon.

**26 JUL 2016**

- » Over 1,500 ISIL members, including several senior leaders, escape Mosul and head towards Raqqa, Syria. It is estimated that there were around 9,000 ISIL members in Mosul before the recapture of Qayyarah base and surrounding villages by pro-government forces. The number declined after their recapture as many died or fled.





27 JUL 2016

» Third quarter moon.



28 JUL 2016

» A report describes a youth group attack on an ISIL prison outside Mosul that kills a prison guard and helps dozens of detainees escape. Most detainees were from Mosul and had been charged with collaborating with security forces. ISIL had demanded ransoms ranging from 100,000 to 200,000 Iraqi dinars.

» ISIL leaders, including Abu Shuaib, die in an airstrike on Qayyarah.

2 AUG 2016 / Dhul-Qa'dah 1437 AH

» New moon.

» Iraqi forces recapture the public road and Al-Hathr junction as well as the surrounding villages from Qayyarah to Tlul al-Bj.

» Ahmed al-Jabiri and the Sons of War attempt to relocate themselves and the Father of War to Raqqa, Syria. Six couriers depart Mosul on independent

routes, carrying the ritual Call Forth Those From Outside (The Father of War). Al-Jabiri is one of the couriers.

» Once again, the Father emerges to answer its Sons' prayers. It intercepts an American F-15E Strike Eagle approaching for an airstrike on Mosul. The Father feeds part of its obsidian mass through the engines and causes a double flameout. Pilot and weapons officer safely eject. The Father flays them before they touch down south of the city, leaving their parachute harnesses and rescue transponders intact. A USAF E-9 JSTARS surveillance system records their broadcasts, including part of their horrible deaths. USAF pararescue recovers the bodies.

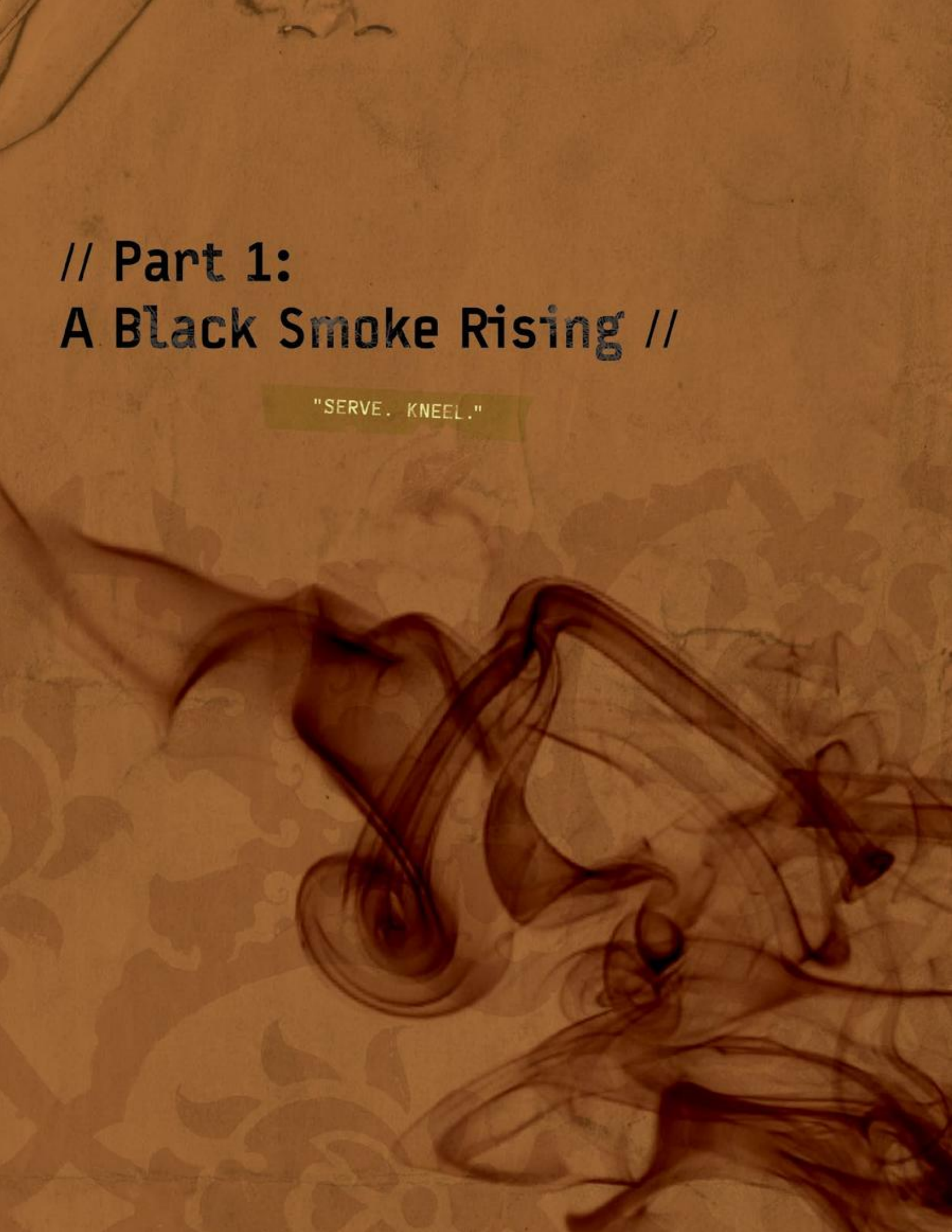
3 AUG 2016

» Just after dark, a heavily guarded convoy organized by the Sons of War leaves Mosul for Raqqa, Syria. A tanker truck at the center of the convoy contains the Father of War.



# // Part 1: A Black Smoke Rising //

"SERVE. KNEEL."









# Part 1:

## A Black Smoke Rising

In this opening scenario, the players take the roles of non-Delta Green characters. They will play regular Agents in the rest of the campaign. Do not tell the players that they are playing out an event that their Agents will eventually investigate, but assure them that this opening session is a prelude with temporary characters. A look inside black hearts and a blacker hunger. An introduction to details and contexts of the campaign to come. And a demonstration of what's at stake.

The players' temporary characters are ISIL foreign fighters. The majority of them, being essentially useless in combat but fluent in European languages and both tech and media savvy, have been assigned to make recruitment videos for the ISIL online recruitment

magazine *Dabiq*. Their assignment today is to go to the house of a suspected infidel and film the destruction and confiscation of his collection of blasphemous pre-Islamic artifacts.

The team consists of six pregenerated characters and two NPCs. One NPC, a disabled *ghazi* (warrior) currently serving non-combat duties, supervises the team. Another inexperienced and rash NPC fighter accompanies the team. Should the player characters prove too cautious, that reckless warrior can take actions that will release the Father of War from its prison. Unused pre-generated characters can fill out the party's ranks as additional NPCs.





# Introduction

Hand out the pregenerated ISIL characters and allow the players to familiarize themselves with their public and private backgrounds.

Next, hand out the document entitled “ISIL Briefing.” This describes what happened that morning during their mission briefing. Everyone should read it silently. Do not allow players to ask questions about it. Tell them not to show their copy of the briefing to any other players. All copies of the briefing are identical, but this should foster a touch of paranoia.

Then have each player share their character’s “Public Background” information with the group.

Once that is done, begin the mission *in medias res*. They are in the back of the truck that is driving them out of Mosul on the way to their mission. The action should begin like the team’s video camera is being switched on to get comments and observations on their way to the mission, in the style of a “found footage” movie.

# Player Characters

Six pregenerated ISIL fighters are available for the players. Find their character sheets beginning on page 62. Give the players the handouts on pages 40-47 that reveal their characters’ secrets and their team’s composition and equipment.

- » Arshad Mehmood, British videographer, age 21
- » Gökhan Kırdar, Australian would-be Snapchat star, age 19
- » Qazim Ademi, Dutch student, age 20
- » Alen Islamović, Bosnian graffiti artist, age 20
- » Elam Soufiane Boumeftah, Belgian construction worker, age 19
- » Khaled Hadj Ibrahim, French construction worker, age 20

The three videographers should be the first pre-generated characters assigned, with the security and demolition team assigned if there are more than three players. Timur Alimsultanov and Faisal bin Salman are meant to be NPCs, but if there are enough players, they too can become player characters.

# Departure

Besides the personal gear of each Al-Hisbah deputy, the team is assigned specialized gear. Let the players decide which of them is responsible for each item. While ISIL has looted the city of Mosul for anything they deemed useful, it has been in Mosul for nearly two years and supplies aren’t what they once were. It takes a few hours to sort all of this out. Logistical efficiency is not ISIL’s strong suit.

By the time the party is ready to depart, it is after mid-day prayers. Timur Alimsultanov rides up front while Faisal bin Salman drives. The party piles into the back of the truck and starts shooting footage with their camera.





## QAZIM ADEMI

*Dabiq* filmmaker. You help Arshad and Gökhan and say snide things behind Gökhan's back.

### Public Background

You are a Dutch foreign fighter. Your native language is Dutch. Your life in the Netherlands was mind-numbingly boring. Nothing important ever happened. Your own life promised to be as safe, bland, and irrelevant as those of your parents and older siblings. Their watered-down Islam may as well have been atheism.

Helping to build the Caliphate was the first thing to promise a life of real meaning. A chance to make a difference. A chance to make history. It would be a fight, and you would be surrounded by enemies, but you would stand with people who believed.

After a few weeks with Al-Hisbah, the religious police, the Caliphate put you to work as a vehicle mechanic, since your inability to understand Arabic proved a far deeper liability than you expected. Luckily, you had some experience with computers and social media. You finally got assigned to work with Arshad and Gökhan making documentaries and recruitment videos for *Dabiq*, ISIL's online magazine. That gig has been going on for about three months now.

### Private Background

You have begun to get a bit queasy about all the "inventive" public executions you have to document. You are beginning to worry that you are on the wrong side of the history that you are making. But you have no idea how you could get out. And the consequences of desertion? Well, you've seen those.

### Serving ISIL

You are an ISIL foreign fighter, short on combat skills but long on being foreign. You have only recently arrived in ISIL. Your first duties were with Al-Hisbah, the religious police. You handed out fines for violations of ISIL's massive list of proscribed acts, from smoking to inadequate beard length to allowing female family members out without escorts. You had to administer beatings to repeat offenders. Worse offenses were given the death penalty. That wasn't on you, of course, but more experienced fighters.

You know enough to be wary of everyone around you. Anonymous denouncements can easily lead to imprisonment, torture, and execution without ever knowing the charge or your accusers.



## ELAM SOUFIANE BOUMEFTAH

Construction worker. You look like the Terminator and scold everyone for their language and morals.

### Public Background

You are a Belgian foreign fighter from Antwerp. Your parents came from Morocco but your native language is French. You were an amateur competitive weightlifter who followed a martyred friend, Ali, into jihad after following his story on social media. You left family behind, but they praised your decision.

You were included on this mission because you used to work construction and can operate some of the necessary equipment, and because you are a fighter, physically aggressive, always ready for a scrape.

Unlike most of them, you have seen real combat. There was a raid by Kurdish YPG fighters on the border town, where you and a group of recruits were being brought into Syria. During the raid you grabbed an AK from a fallen martyr and fought. With your help, the godless communists were driven back. It was the proudest moment of your life.

Your decision to join the jihad was the first time since you were a child that you felt your parents' unreserved approval. You are terrified of disappointing them. Your parents taught you that morals are everything. Some foreign fighters think that being assigned to Al-Hisbah, the religious police, is a waste or a punishment, but you know better.

### Private Background

You know from personal experience the constant temptations that men face, even when surrounded only by other men. Especially *then*. *Rigidly following the law is the only way to control urges and temptations* that could destroy you. You must use the battle with those desires to hone yourself into a perfectly disciplined warrior. That is, indeed, every man's obligation. Al-Hisbah gives you the chance to show them and save them.

You are the fighter most likely to scold the others for transgressions of Islamic rules of behavior. You are always first to insist on stopping for the five daily prayers at dawn, noon, afternoon, sunset, and night.

### Serving ISIL

You are an ISIL foreign fighter, short on combat skills but long on being foreign. You have only recently arrived in ISIL. Your first duties were with Al-Hisbah, the religious police. You handed out fines for violations of ISIL's massive list of proscribed acts, from smoking to inadequate beard length to allowing female family members out without escorts. You had to administer beatings to repeat offenders. Worse offenses were given the death penalty. That wasn't on you, of course, but more experienced fighters.

You know enough to be wary of everyone around you. Anonymous denunciations can easily lead to imprisonment, torture, and execution without ever knowing the charge or your accusers.



## KHALED HADJ IBRAHIM

Construction worker. You resent being sidelined when there's real fighting to be done.

### Public Background

You are an Algerian-descended foreign fighter from Paris. Your native language is French but you speak fluent Arabic and English. You came to the Caliphate because of your family. They have no interest in Islam, at least not the Islam of ISIL. They want only to assimilate with French society and make money.

When you left school because it was too expensive and your grades were too poor, your family disapproved. When you took honest work on a construction site, they disapproved. When you ran out of money and had to borrow to make ends meet, they disapproved most of all. Meanwhile, the French hated you for your faith and your Algerian background. You got into fights constantly, and your family and the cops always blamed you.

When you started paying attention to the mission of the Islamic State, things finally started to make sense. There was a fight worth having. There was a place you would be welcomed and where nobody would care about money. It was not radicalization, it was revelation.

### Private Background

Your life in the Islamic State has not quite lived up to your hopes. The government spends more time scolding and abusing your fellow Sunnis than fighting the Assad government, the Iranians, or other Shiites. And it has treated you as though you are next to useless. You received only the barest military training and have seen no combat. Instead, they put you in Al-Hisbah, the next-to-useless "religion police." It's almost as if ISIL does not trust its foreign recruits. Meanwhile, the jerks who did a stint with the French Army go right into the action. How is that fair? Joining a crusader army should be treason!

You were assigned to this mission because you know how to operate construction equipment. You'll do whatever Timur tells you to do, but you would rather be smoking and complaining – despite both activities being offenses against the state, punishable by the lash.

### Serving ISIL

You are an ISIL foreign fighter, short on combat skills but long on being foreign. You have only recently arrived in ISIL. Your first duties were with Al-Hisbah, the religious police. You handed out fines for violations of ISIL's massive list of proscribed acts, from smoking to inadequate beard length to allowing female family members out without escorts. You had to administer beatings to repeat offenders. Worse offenses were given the death penalty. That wasn't on you, of course, but more experienced fighters.

You know enough to be wary of everyone around you. Anonymous denouncements can easily lead to imprisonment, torture, and execution without ever knowing the charge or your accusers.



## ALEN ISLAMOVIC

Construction worker. You want to impress Timur Alimsultanov so you can get into combat. You want to be “real *ghazi*,” a respected warrior like him.

### Public Background

You are a Danish foreign fighter. Your Muslim parents fled Sarajevo during the Balkan Wars of the 1990s, before you were born. They did not encourage you to learn Bosnian, so your second language after Danish is English. Even so, your inability to assimilate left you bitter and resentful.

Graffiti has always provided an outlet, but increasingly violent Islamic radicalism provided a place where you felt you belonged, and a source of meaning and structure. Social media introduced you to a world of righteous warriors fighting against genocide by the West.

You turned up in Mosul with no combat skills, and little understanding of the conflicts in Syria and Iraq, but ISIL assigned you to Al-Hisbah, the religious police. This quickly made you feel that most foreign fighters are not trusted to do anything important. The Islamic State is just like your parents in that regard.

### Private Background

You are on today's mission because you worked as a construction worker in Copenhagen and know how to handle the backhoe. You'll tell anyone who'll listen that you'd rather be in combat. Unfortunately, you have never seen combat. You secretly worry that you might be in for an eye-opening surprise, unless you get your eyes closed permanently first.

As resentful as you are about being placed on “hall monitor duty,” you are glad to have met Timur Alimsultanov. Unlike other officials, Timur isn't condescending. He fought in Bosnia and remembered your parents' village, or at least its ruins. He has been taking the time to teach you how to make and use explosives. Timur treats you like an adult, and you worship him for it.

### Serving ISIL

You are an ISIL foreign fighter, short on combat skills but long on being foreign. You have only recently arrived in ISIL. Your first duties were with Al-Hisbah, the religious police. You handed out fines for violations of ISIL's massive list of proscribed acts, from smoking to inadequate beard length to allowing female family members out without escorts. You had to administer beatings to repeat offenders. Worse offenses were given the death penalty. That wasn't on you, of course, but more experienced fighters.

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# GÖKHAN KIRDAR

*Dabiq* video performer. You are a jihadi rock star. You're like ISIL's Tupac Shakur, but you won't get killed.

## Public Background

You are an Australian foreign fighter born to Turkish immigrants. Your native language is English but you spoke some Turkish at home. You have always been good-looking, charming, and popular, and you are destined to be a star. If anyone has any doubts, show them how well you are trending on Snapchat and Vine!

Back in Australia, prejudice against immigrants did its best to interrupt your destiny. You were on your way to becoming a pop star, thanks to the magic of Autotune and your natural charisma and dance moves, but all the agents and producers refused you and your videos were swarmed with racist trolls. But your uncle Emre understood. He saw your talent. And he knew where it was needed. He convinced you to join the fight for your people.

Now that you are in the Caliphate, you are a star. At first you did grunt work for Al-Hisbah but you were quickly matched up with Arshad and Qasim. For the last three months you've been recording for the online recruiting magazine *Dabiq*. Your videos bring fighters from around the world. If you think about it, that makes you the greatest fighter of all, even if you never fire a shot! If you keep this up, the whole world will always remember you as the public face of jihad.

You have been working with Arshad and Qazim for about three months.

## Private Background

Arshad and Qazim both love working with you and really appreciate your input and ideas.

## Serving ISIL

You are an ISIL foreign fighter, short on combat skills but long on being foreign. You have only recently arrived in ISIL. Your first duties were with Al-Hisbah, the religious police. You handed out fines for violations of ISIL's massive list of proscribed acts, from smoking to inadequate beard length to allowing female family members out without escorts. You had to administer beatings to repeat offenders. Worse offenses were given the death penalty. That wasn't on you, of course, but more experienced fighters.

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## ARSHAD MEHMOOD

*Dabiq* filmmaker. You run the camera and are jealous that Gökhan gets to be in front of it.

### Public Background

You are a UK-born fighter from a Pakistani family. Your native language is English, but you grew up speaking Pashtun around the house. Your Arabic is quite poor. You are the most tech-savvy of the team, having built and run your own pro-jihad websites and YouTube channels. But conflicts with your parents were too much to handle. Their version of Islam is too soft and feckless to ever save the Islamic people from imperialist Crusaders and Jews. You dropped out of college and retreated online, where you were further radicalized.

Through instant messages, social media posts, and email, you met Amena, a jihadi widow looking for a husband. She encouraged you to come to Syria and join the fight against its Alawite Shia-dominated dictatorship. You were assigned to Al-Hisbah and then *Dabiq*, ISIL's online recruitment magazine.

### Private Background

When you first came to ISIL, your fellow fighters told you of Amena's martyrdom by U.S. bombs. It has occurred to you that she may never have existed at all. Rather than try to go home, you stayed and contributed to *Dabiq*. But even that proved a disappointment. You are clearly the brains of the operation, but your editor picked Gökhan Kırdar to be in front of the camera. That guy is an empty-headed poser. He wants to make jihadi music videos, for fuck's sake! How is the world supposed to take the Caliphate seriously when we're leading with a down-under Vanilla Ice?

You share your opinions with no one but Qazim Ademi. He seems to share a sense of doubt concerning some of the things the two of you have seen since arriving.

You have been working with Gökhan and Qazim for about three months.

### Serving ISIL

You are an ISIL foreign fighter, short on combat skills but long on being foreign. You have only recently arrived in ISIL. Your first duties were with Al-Hisbah, the religious police. You handed out fines for violations of ISIL's massive list of proscribed acts, from smoking to inadequate beard length to allowing female family members out without escorts. You had to administer beatings to repeat offenders. Worse offenses were given the death penalty. That wasn't on you, of course, but more experienced fighters.

You know enough to be wary of everyone around you. Anonymous denouncements can easily lead to imprisonment, torture, and execution without ever knowing the charge or your accusers.



### ISIL BRIEFING

The date is 23 MAR 2016. Just after early morning prayers, your team was brought to meet with two officials: Ali bin Hamza from the online magazine *Dabiq* and Daoud El-Said from Al-Hisbah, the religious police.

El-Said angrily shut down any suggestion that the meeting be recorded. Then he took away all your phones. He said they were needed by other fighters.

### THE ASSIGNMENT

Bin Hamza began the briefing:

- » Your social media guys – Arshad, Qazim, and Gökhan – are going to film an action against a suspected heretic named Tariq Mohammed Rassam. Timur Alimsultanov will supervise the team and handle demolitions. The other fighters will provide security and handle excavation equipment.
- » Brother Rassam purports to be a good Sunni, but some suspect he is a Christian who should pay the dhimmi tax like all non-Muslims. Others suspect he is Sufi or even Shiite. In those cases he must be tried and executed for apostasy.
- » Two servants live with Rassam, his driver and gardener Majid al-Muhandis and his cook and maid Shatha Hassoun.

### RASSAM'S BACKGROUND

Daoud el-Said added:

- » Brother Rassam owned a marble quarry and is a former teacher at the University of Mosul.
- » During the war with Iran in the 1980s, Brother Rassam was granted permission to build a bomb shelter beneath his house.
- » Brother Rassam is known for his interest in antiquities, so his home was previously searched and many blasphemous artifacts were found and destroyed. He was, however, able to demonstrate his devotion to ISIL by the signing over ownership of his quarry and his two cars.
- » Subsequent visits to Rassam's home found no sign of the shelter. Brother Rassam has yet to be confronted with the fact that he failed to point out the shelter's existence to ISIL officials.

### ORDERS

El-Said impatiently refused to answer questions. He gave the fighters their orders:

- » Proceed to the home of Brother Rassam and gain access to the bomb shelter. It is strongly suspected that Rassam is hiding pre-Islamic artifacts there. If possible, the house should not be damaged in case it has some value to ISIL.
- » Find the stash of heretical idolatry. Destroy some of the offending items for propaganda purposes. Leave the rest to be boxed up for later disposal by another team from Al-Hisbah.
- » Charge and arrest everyone in the house with idolatry and bring them back to Mosul. They must be brought in alive for interrogation, trial, and execution. Such spectacles are the duty and privilege of the state. Failure to bring in the suspects alive will show the limitations of the team members' use to ISIL except perhaps in conducting martyrdom operations as suicide bombers.
- » Film everything.



### THE TEAM

**QAZIM ADEMI:** A Dutch foreign fighter. He helps Arshad and Gökhan while saying snide things behind Gökhan's back.

**TIMUR ALIMULTANOV:** A crippled, fortyish Chechen small-unit commander and explosives expert. He is now assigned to Al-Hisbah. He keeps the others focused on their assignment.

**ELAM SOUFIA NE BOUMEFIAH:** A Belgian foreign fighter. He looks like the Terminator and scolds everyone for their language and morals.

**KHALED HADJ IBRAHIM:** A French foreign fighter. He resents being sidelined when there's real fighting to be done.

**ALAN ISLAMOVIC:** A Danish foreign fighter. He hero-worships Timur as a "real ghazi." He wants to impress Timur so he can get into combat.

**GÖKHAN KIRDAR:** An Australian foreign fighter. He thinks he's a jihadi rock star. He thinks he's ISIL's Tupac Shakur.

**ARSHAD MEHMOOD:** A British foreign fighter. He runs the camera and is jealous that Gökhan gets to be in front of it.

**FAISAL BIN-SALMAN:** A twenty-something Gulf-Arab jihadi "war tourist." He demonstrates sadistic glee at the suffering of others and is actively a bully. Ultimately, his purpose is to be sure that someone is foolhardy enough to open the Throne of Blood and release the Father of War.

### EQUIPMENT

- » Paperwork, including an order from an ISIL emir granting legal permission to search the Rassam premises, as well as a photocopy of the 1984 building permit authorizing construction of a bomb shelter on the property.
- » A 1991 Volvo Cabover FE6 Converter Truck, with side rails and a canvas top over the bed, a trailer hitch, and a fold-down gate in the back.
- » A trailer with a Hyundai model H940-4WS backhoe-loader chained on it.
- » Plenty of sledgehammers, picks, shovels, and crowbars.
- » A pneumatic jackhammer that can be run off the truck's engine or the backhoe-loader's engine.
- » Four sets of portable floodlights on tripods, each of which can be powered off the truck or backhoe-loader.
- » A partial case of dynamite, 24 sticks, with detonators and a wire-fired manual exploder.
- » Heavy work gloves and safety goggles.
- » Ear protection, hardhats, and flashlights.





# The House of Rassam

As the ISIL team enters Rassam's property, encourage the players to describe recording everything. Later they can edit the footage into something more dramatic for posting on *Dabiq*. It is important for the ISIL team to record as much as possible of the events leading up to the release of the Father of War and the ineffectiveness of bullets and explosives against him. It is also important that the ISIL team document potential clues for Delta Green to recover.

## At the Gate

It is just after 2:00 p.m. when the party finds the front gate of Brother Rassam's property. The home is located in rolling countryside south of Mosul, within sight of the Tigris River. A very old wall made of rocks

piled about a meter high surrounds the broad property along the road.

The driveway is closed by a rusty iron gate closed by a simple bar. There is no lock. The truck and trailer can proceed to Rassam's home along the single-lane gravel drive. On either side of the road are apricot orchards. Sheds with baskets and ladders are scattered throughout the orchards.

A taller wall of newer construction surrounds the house, garden and swimming pool. It stands over two meters tall and is made of cinder block with broken glass cemented along the top, common for well-to-do homes in the region. This gate is secured with a chain and padlock.

The fighters can force the gate with the truck bumper or dismount the back-hoe loader and use the bulldozer blade. Shooting the lock off is another option. However, all they really have to do is honk the truck's horn a few times, which summons the older servant, Majid al-Muhandis, to emerge from the house and unlock the gate. He offers no resistance.





## The Residents

Three people live at the house: Tariq Mohammed Rassam, the owner and suspected heretic, surprisingly spry at age 93; Majid al-Muhandis, Rassam's loyal driver and gardener, age 62; and Shatha Hassoun, Majid al-Muhandis's grandniece who now serves as Rassam's cook and maid, age 17.

### Tariq Mohammed Rassam

Despite his advanced age, Rassam is very hard to rattle. He's seen a lot of human-authored horror, not to mention the unnatural. He does not respond to threats. He does not break under torture. He lets the intruders torture or kill anyone, even loyal Majid al-Muhandis, without giving up the truth of his history and plans.

Rassam's goal is to try and get ISIL to leave and stay away until the Kurdish smugglers arrive after midnight. He cooperates and answers questions in the most disarming way that he can muster. Rassam is pious and urbane. He does his damndest not to let these cheap thugs know the contempt he feels for them.

Rassam is desperate enough that he might turn to the unnatural. He knows a fair number of potent rituals. He fears magic. He once used a ritual to expel a Yithian and compel the return of the host mind and it nearly broke him. Nevertheless, he uses alchemical techniques to create gold and increase his vigor and a ritual to access the hidden vault beneath his house.

### Majid al-Muhandis

Majid al-Muhandis serves as driver, gardener, and general factotum for Tariq Rassam. Al-Muhandis runs many errands for Rassam, particularly risky ones such as smuggling. Elderly, widowed, and with no children to look after him, he is extremely loyal to Rassam, despite believing that Rassam is a *sahir* or sorcerer. Back in 1964, Rassam performed an exorcism that cured Al-Muhandis's older sister of demon possession. Al-Muhandis's recently deceased wife, Tahiya, was also a victim of the unnatural whom Rassam rescued from a horrendous fate. Both of them served Rassam for nearly four decades and saw him confront and overcome the unnatural. Al-Muhandis's attitude about Rassam's use of *sihir* or black magic is tempered by

his belief that Rassam is a good man who has taken terrible burdens upon his soul to fight demons and Iblis, or Satan.

Majid al-Muhandis is obviously terrified of a truckload of young men with guns, all foreigners demanding entrance to the home. He knows that Rassam plans to remove certain items from the vault because of the danger of their falling into the hands of ISIL. Al-Muhandis does not betray that trust. He can take a beating. If threatened with death, he says a prayer and takes comfort that he has been a good man and a good Muslim. If Rassam is threatened with either, Majid offers to take the punishment for Rassam. If Rassam dies, Majid weeps over the corpse and refuses to leave him. He intends to wash and wrap the old man for burial because Rassam has no family left to do it for him.

Threats to Shatha Hassoun terrify Al-Muhandis. He does anything to protect her short of betraying Rassam. If Shatha denounces Rassam as a sorcerer, Majid only begs her to stop, claiming that she is confused and not in command of all the facts.

If the Father of War is released, Majid does not try to run. He knows he is too old and slow. He prays loudly until his tongue is too mangled to utter the words of the prophet Muhammad. He tries to protect Rassam with his body if he can. He is a dutiful servant, loyal to the end.

### Shatha Hassoun

Shatha Hassoun is young and attractive beneath her *niqab*, the black garment that reveals only her hands and eyes. She is perhaps the most complicated character at the Rassam household. She is Majid al-Muhandis's grandniece, his older sister's granddaughter. Al-Muhandis's nephew was her father. Both of her parents have been executed by ISIL, first her father in August 2015 for being a former member of the Mosul police, then her mother in February 2016 for blasphemy (namely, for refusing to stop openly grieving for her husband and remarry an ISIL fighter). Majid al-Muhandis was her closest living male relative, so ISIL turned her over to him.

That was incredibly traumatic for both of them. Al-Muhandis was thoroughly unprepared to take on



a ward. Rassam only permitted it because he felt that refusing to allow her to be placed in the house might raise more suspicion. Both men were aware that proximity to the Throne of Blood would result in terrible dreams. They have attempted to control Hassoun's dreams with drugs Rassam prepared in his laboratory. That initially quelled the nightmares. But then Rassam and Al-Muhandis locked Shatha in her room at night so that they could attend to the slow business of packing up the things that Rassam wanted to get out of Iraq, especially his personal journals and notes on the Throne of Blood and its probable inhabitant. They especially didn't want her to see Rassam using the Clear the Path ritual, where the sand in the swimming pool flows out on its own and stands like the parted waters of the Red Sea until Rassam allows them to fill the pool again.

Being locked in her room raised Hassoun's paranoia, which was already running double time after the murder of her parents by ISIL. She realized that Al-Muhandis was putting something in her evening tea, and she stopped taking it. The bloody dreams from the trapped Father of War began affecting her mind. Now she is barely holding onto her sanity. The arrival of the ISIL team is enough for her to start denouncing her great uncle's employer as an evil sorcerer.

Before the ISIL team arrives, Hassoun is already terrified of Rassam. She wants out of the house immediately and hopes that the ISIL team will take her away. She believes (incorrectly) that Rassam and Al-Muhandis already think she is an informant and may kill her. She thinks even a jail cell would be safer. Given the opportunity, she tries to force her way onto the fighters' truck before it departs. If they refuse to take her, she takes a bike and flees. Rassam does not stop her, but Al-Muhandis begs her to stay, telling her she does not understand.

Hassoun flees by bicycle when the ISIL fighters release the Father of War. If any fighters make it back to their truck, they see her in the dark, in her black *niqab*, only with an **Alertness** roll. If that fails, the truck runs her down and only a successful **Drive** roll prevents the truck's wheels from getting tangled up with the wreckage of the bicycle and slowing their escape.

## Hassoun's Warnings

Shatha Hassoun takes any opportunity presented to explain, outside Rassam's hearing, that Rassam is a sorcerer and should be arrested at once. She is terrified of waiting for his vault to be found lest he invoke some djinn or cast some spell.

Take pains to ensure that her statements are caught on film by the documentation team. Later Delta Green agents should gain access to the information. If she doesn't get a chance to make these accusations where Rassam and Majid cannot hear her, she publicly accuses Rassam after the old man attempts to use the Gaesa ritual on Timur.

Hassoun makes the following accusations:

- » **LOCKED UP:** She is often locked in her rooms at night by the other servant, Majid al-Muhandis. It has been every night the last week. (They do this any time they need to access the vault or work in the lab.)
- » **SOUNDS AND SMELLS:** When she is locked up, she sometimes hears sounds like prayers from the "wizard's workshop," Rassam's laboratory in Bedroom 4. She smells strange odors the morning after. (The sounds and smells are part of Rassam's alchemical rituals.)
- » **THE GOLD:** She claims to have seen Rassam give Al-Muhandis small gold objects like beads when Muhandis went out to purchase supplies. (This is true. Rassam creates gold via alchemy whenever he needs some supplies. He uses a cast he previously used to make silver buckshot during an incident in the Seventies when he had to kill something unnatural.)
- » **THE BACKYARD:** When she is locked up, she sometimes hears weird sounds from the backyard, the hiss of a sandstorm followed hours later by a loud thump that practically rocks the house. She is convinced that Rassam, the sorcerer, summons devils there. (That is the sound of the sand leaving and later returning to the pool when Rassam enters the vault.)



» **RASSAM IN THE ORCHARD:** Two nights ago, Al-Muhandis forgot to lock her door. Hassoun went into the backyard and saw Rassam leaving by the rear gate. He went into the apricot orchard and spoke in a language she could not understand to things that could not be seen. If the interviewer says it sounds like Rassam was talking on a phone, Hassoun angrily says she knows what talking on a phone sounds like. This was Rassam, the sorcerer, giving his devils their commands. She cannot be shaken from this conviction. (Rassam was using his satellite phone with a headset to talk with the Delta Green Outlaws in English.)

» **VANISHINGS:** Twice Rassam disappeared for an entire day, even though neither bicycle was taken and there was no car to take. Al-Muhandis only said “the Master is gone.” (Rassam spent the night

in his vault to study his collection, pack away his most important texts and artifacts, and check on the Throne of Blood.)

» **THE STOVE:** Once, after Rassam had disappeared for the day, Hassoun heard the echoes of his voice reciting an evil spell coming from the vent of the stove. Rassam did not return to the house until late at night. (Rassam was in the vault, reciting rituals and prayers in the hope of keeping the Father of War restrained.)

» **NIGHTMARES:** Every night since she began staying in the house, Hassoun has had nightmares about blood and cutting herself. (This is not completely correct. It has only been for the last couple of weeks, but SAN loss due to the influence of the Father of War has muddled her thoughts.)





## Rassam's Gambit

Deep in Rassam's bag of tricks, he has a ritual called Geasa, detailed on page 182. When it becomes clear that there is no way to persuade the fighters to leave, he eventually gathers his nerves to use it on Timur Alimsultanov.

Rassam speaks to Timur in Russian so that no one else understands. He commands Timur to leave and not to come back until tomorrow. There is no need to roll for an NPC affecting an NPC. Unfortunately for Rassam, he fails. Timur feels himself fighting off its influence. He is filled with horror as a few SAN slip away. He is positive that Rassam tried to "hex" him or put the "evil eye" on him. He is deeply affected by the experience and orders Faisal to guard Rassam closely. He also takes everything Shatha Hassoun has to say seriously.

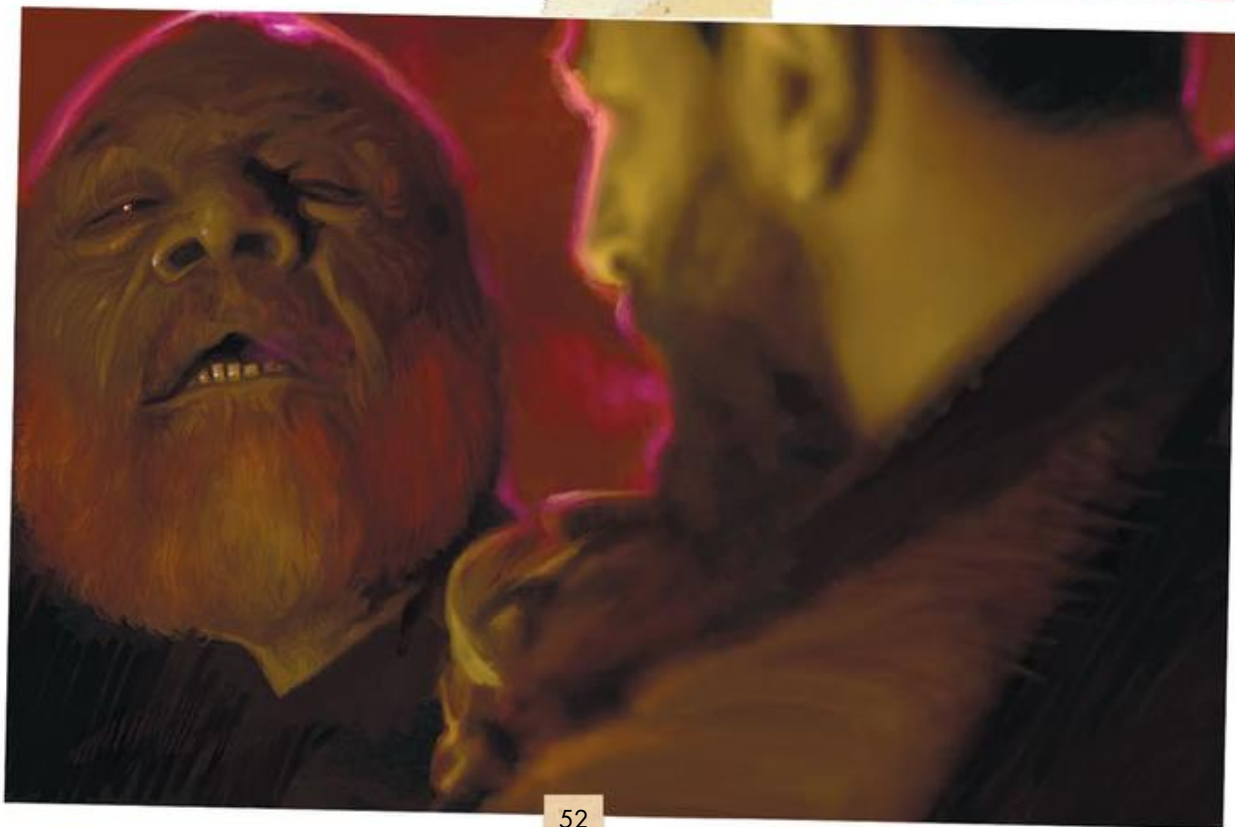
If Rassam somehow ends up trapped in the vault while the ISIL team is digging down to him or rigging the vault door with explosives, he shoots his servant Majid, then Shatha, and then himself. If he has no pistol, he attempts to provoke one of the ISIL goons to kill him so he won't experience the wrath of the

Father of War. If Rassam's pistol has been taken, he attempts to give the ISIL goons an excuse to shoot him. He grabs the barrel of one of their AKs if his hands are free, or just walks away if his hands are tied. If completely immobilized, he taunts them with insults to their mothers, their manhood, and their piety in the hope that one will lose his temper and kill him.

## Searching the House

The players decide how or whether they search the Rassam home. They should come in with the camera recording the event. Beyond that, whether they physically bully the residents, attempt to psychologically intimidate them, or act with the utmost courtesy as they smash holes in the walls is up to them.

The interior floors, staircases, exterior walls, sinks, and countertops of the Rassam home are all made from marble supplied from Rassam's quarry. Arabic inlaid mosaics serve as the molding around





doorways and along the tops of interior walls. Many features of the building are inspired by the architecture of mosques.

The interiors are very well cleaned, if a bit bare. Many valuable items have already been removed from the house by officials of ISIL. Most interior walls include niches with lighting for the display of artifacts. All are empty now.

There are electric lights in every room, but with power outside Mosul being unreliable, most windows are open to let in light and allow the rooms to cool.

### Ground Floor

**GRAND FOYER:** Overhung by a crystal chandelier, this white marble room looks out onto the courtyard and its graceful Arabic fountain.

**TOILET:** Used by guests. No bathtub or shower.

**POWDER:** A powder room for female guests to adjust their make-up.

**GUEST BEDROOM:** The quarters of Majid Al-Muhandis. A number of feminine touches remain from the presence of Al-Muhandis's wife Tahiya, who died from natural causes a couple of months back.

**GUEST CLOSET:** The only thing of note is that Al-Muhandis has not yet given away his wife's clothing and belongings.

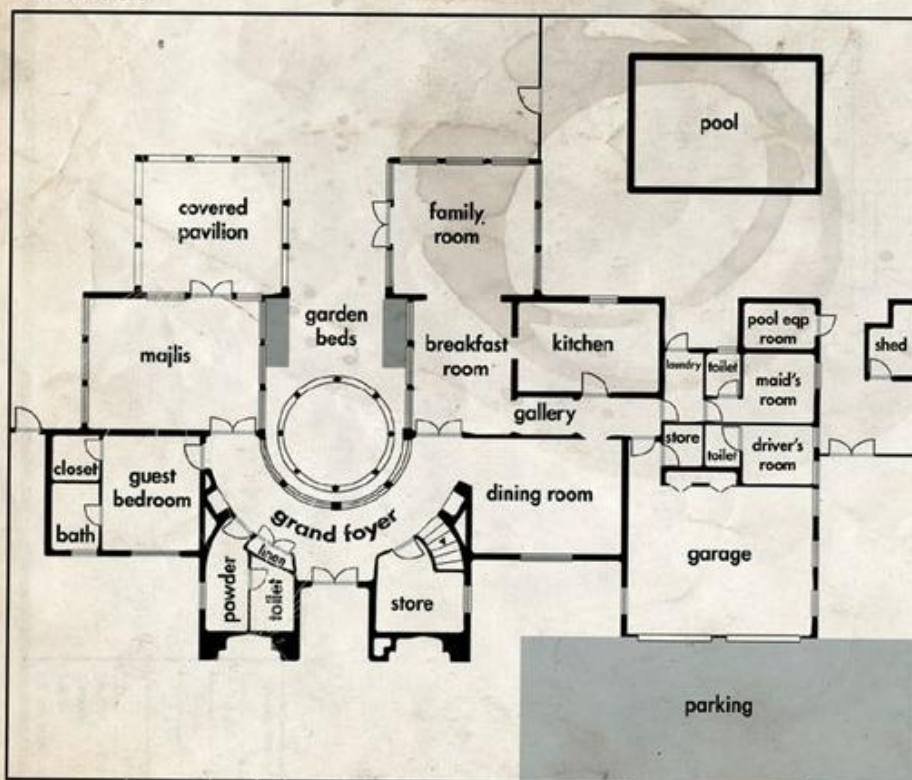
**GUEST BATH:** Complete with bathtub and shower. Still has some of Al-Muhandis's wife's personal items.

**LINEN CLOSET:** Towels, sheets, tablecloths.

**STORE:** Household cleaning supplies. Electrical tools such as the floor polisher and vacuum cleaner were long ago taken by ISIL.

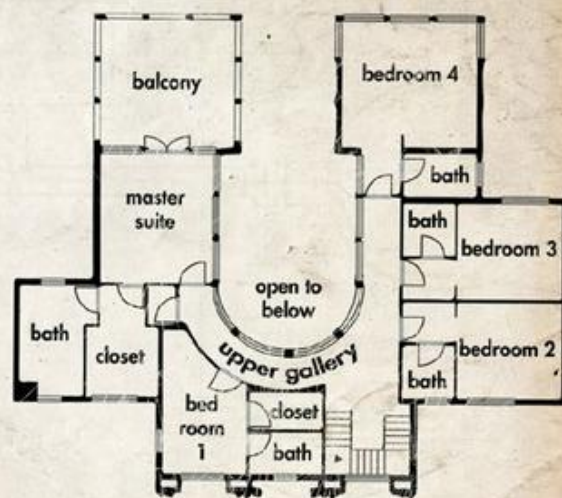
**MAJLIS:** This large salon is filled with low, curved couches with large pillows, set around an equally low, wide wooden table with beautiful mosaic inlay. This is where guests would be brought to sit, drink tea, and

FIRST FLOOR



RASSAM HOUSE  
SECOND FLOOR

1 m





discuss business with the head of the household. The walls are covered with photos of Rassam's extended family, his graduation from Cambridge in the UK and from the Freie Universität Berlin in Germany, Rassam at dig sites and with personalities from the world of archeology, and Rassam with political figures like the Hussein-era Minister of State for Antiquities and past directors of the Iraq Museum. No photos show him hobnobbing with government officials after the U.S. invasion of 2003.

**FAMILY ROOM:** Less formal and more comfortable than the majlis. Here is where the television and stereo system stood before they were taken by officials of ISIL.

**DINING ROOM:** A very formal affair, with a fine table of inlaid wood and a crystal chandelier. Most of the furniture is still here. ISIL seized all the silverware and china months ago.

**BREAKFAST ROOM:** A far less formal dining area. It has seen plenty of use but is well-cleaned.

**KITCHEN:** Most modern appliances have been taken but the electric oven and refrigerator remain. The refrigerator holds a block of ice to help keep the interior cool when the power fails. This is the room where the maid, Shatha Hassoun, spends most of her time. The vent above the oven connects with a vent that rises from the vault (described on page 56), though this cannot be seen unless the fighters take the vent apart. With no one in the vault, they won't have a chance to hear tell-tale sounds.

**GALLERY:** This short hallway displayed artifacts in wall niches that now stand empty.

**LAUNDRY:** The washer and dryer have been removed. Instead, clothes are hung from lines outside where Hassoun works with a washboard, a steel wash bin, and a hand-cranked wringer.

**STORE:** A pantry for dry goods and household supplies.

**MAID'S ROOM:** Occupied by Shatha Hassoun. A bolt on the outside of the door is locked at night to keep her from prowling when everyone is asleep.

**DRIVER'S ROOM:** Currently unoccupied. It has no access to the interior of the house. It holds old gardening supplies.

**POOL EQUIPMENT ROOM:** A lot of old and unused maintenance tools and chemicals for the swimming pool.

**TWO-CAR GARAGE:** Empty. Both vehicles have been requisitioned by ISIL, along with batteries, tires, patch kits, and engine oil. There is a pair of bicycles here now, plus extra tires, tubes, and a manual air pump. A garage wall holds the house fuse box, hooked up to portable generator for blackouts. A jury-rigged exhaust system vents carbon monoxide. The water heater is here, too, along with the pump that draws from the local aquifer and fills the tank on the roof.

## Upstairs

**UPPER GALLERY:** Much like the gallery and the foyer on the ground floor, this curved hall looks out onto the courtyard while the opposite wall contains empty display niches.

**ROOF ACCESS:** A ladder leads up to a bolted roof hatch. From there the satellite dish could be adjusted if it had not been taken by ISIL. The air conditioning unit is still up there, along with a gravity water tank and some old TV antennas that are no longer in use.

**MASTER SUITE:** This is Rassam's bedroom. It is a practical sleeping place for an old man who moves quite slowly. There are pictures of his wife and a few of her gifts to him, and even her old letters in a drawer. A very fine leather-bound copy of the Quran sits on a table next to the bed.

**MASTER BALCONY:** Accessible only from the master suite, this is where Rassam would lay out a prayer mat anytime he would be required to go through his mostly empty motions of the call to prayers. A prayer mat is rolled up on the balcony.

**MASTER BATHROOM:** A well-apportioned bathroom with handicapped access bars for getting in and out of the tub.

**MASTER CLOSET:** Rassam's daily wear is simple traditional Iraqi dress, but tucked away in the back are



decades-old Italian business suits and archeological field gear.

**BEDROOM 1:** This bedroom is left furnished but unoccupied in the unlikely event of guests.

**BEDROOM 1 BATH:** As advertised.

**BEDROOM 1 CLOSET:** Now used as storage for some of Rassam's deceased wife's things.

**BEDROOM 2:** Converted to a library. Shelves line the walls, and a reading desk sits in front of the window for natural light. Desk drawers contain reading glasses, pens, paper, and envelopes. The books range widely in history, poetry, mythology, folklore, archeology, and religion. They are written in Arabic, English, French, and German. There are translations of manuscripts originally in Egyptian hieroglyphs, Demotic Egyptian, Babylonian, Akkadian, Latin, Ancient Greek, Turkish, Classical Arabic, Linear A & B, and Sanskrit. Antique travelers' journals describe the point of view of outsiders travelling to Mesopotamia in the nineteenth and twentieth centuries. There are copies of the Quran from as far apart as Java and Tunisia. No tomes refer directly to the unnatural. Nevertheless, much shelf space is free due to previous visits by ISIL officials. Many books were taken away as improper or "not in agreement with the Quran."

**BEDROOM 2 BATH:** As advertised.

**BEDROOM 3:** Very much like the library in bedroom two, except this room is for periodicals. The bookshelves are filled with issues of magazines and journals on archeology and anthropology in half a dozen languages, dating back to the 1950s.

**BEDROOM 3 BATH:** As advertised.

**BEDROOM 4:** Rassam's laboratory. This room appears to have been set up as a chemistry lab. There are Bunsen burners, Erlenmeyer flasks, beakers, pipettes, and laboratory glass of all shapes and sizes. Cabinets are filled with jars of various substances, some of them quite toxic. There is personal protection gear: gloves, lab coats, goggles, and respirators. Here is where Rassam ritually transmuted base elements into the gold with which he bribed ISIL officials, paid Kurdish smugglers,

and bought black-market goods. A number of occult items necessary for these rituals are stored in the vault. He brings them here when it is time to work. A successful **Search** roll in the laboratory turns up residue of gold dust in some of the crucibles, on the tables, and in an iron cast originally used to create 00 buck shot. Not being metallurgists or geologists, the fighters can only guess at the dust's nature. Rassam claims the laboratory is for analyzing geological samples as part of his business as a marble merchant.

**BEDROOM 4 BATH:** Modified to serve the alchemical laboratory. There is an eye-wash station and the shower has its own water supply connected to a separate tank on the roof.

## The Patio

**WATER FOUNTAIN:** This beautiful, multi-tiered, marble fountain is turned off to conserve power.

**COVERED PAVILION:** There are a number of patio chairs out here along with standing brass ashtrays. Unless guests smoke in the majlis, Rassam prefers to smoke here or on the first-floor balcony.

**GARDEN BEDS:** Al-Mahundis cultivates roses and striped squills.

**STORAGE SHED:** Where the old pool and gardening supplies were kept. Now it stores plastic jerry cans of gasoline for the generator in the garage.

## The Pool

The swimming pool is lined in marble and filled to the top with fine desert sand. Rassam says that he filled it with sand after his wife fell in and drowned, decades ago. (This is a lie—his wife died of a heart attack in her sleep—but there is no simple way to check it. The birth and death registry in Mosul was always disorganized, and records were damaged when ISIL took over.)

In fact, the sand is meant to discourage anyone from poking around. Rassam constructed this home atop a vault where he collected unnatural artifacts that he felt were too important to destroy or was simply unable to destroy. The secret entrance to the vault is located in the pool.





It takes about six hours for a backhoe to dig out enough sand to reveal a false wall at the deep end of the pool. The fine sand continues to settle to the lowest part of the pool unless efforts are made to create a dam in the shallow end using sandbags or rocks or logs. Wetting the sand goes a long way towards preventing it from flowing back. That reduces the time it takes to clear the entrance to three hours.

Beneath the sand, the bottom of the pool is filled with beautiful mosaics.

### The Vault

A false wall at the bottom of the deep end of the pool conceals a shallow concrete alcove. At the end of the alcove is a pressure-door salvaged from a ship in the port of Basra. The alcove is wide enough for the pressure door to swing outward without blocking passage. A wheel valve in the door turns to open it.

Rassam accesses the vault using the ritual Clear the Path, which causes the sand to slide aside and reveal the entrance. Before the sand, he used the same ritual to part the water.

Beyond the water-tight door, the concrete passage makes an immediate left turn towards the house and opens to an octagonal room, 10 meters across, filled with Babylonian and Assyrian artifacts.

The vault is located more or less directly beneath the kitchen. An air vent in the ceiling of the vault connects to the oven's vent above. That may allow the Father of War to get from the vault to the house while avoiding direct sunlight.

If the team decides to use jackhammers and crowbars to dig down into the chamber or the passage from the kitchen through the house's foundation, Timur reminds the ISIL team that their orders are to refrain from damaging the house. It takes 16 hours to cut a man-size hole through the concrete and to use an oxyacetylene torch to cut through the steel rebar that reinforces the concrete.

At a glance, intruders take in the contents of the chamber:

- » A two-meter iron cage is bolted into the concrete floor in the middle of the room. It holds a large bronze amphora.



- » Shelves and bookcases covering the walls hold ancient statues, clay tablets, and hand-bound, handwritten books.
- » Ten wooden cases the size of footlockers.
- » A workbench with lamps and an open journal.
- » A rolling office chair.

**STATUES AND TABLETS:** Each shelf is laden with ancient Babylonian and Assyrian statues and hundreds of carefully tagged and labeled clay tablets written in such ancient languages as Akkadian, Ashurian Aramaic, and Sumerian. An **INT**×5 roll reveals that many of the shelves are empty and there are gaps in the cataloging system where tablets have been removed. These objects are easily identified as pre-Islamic and therefore forbidden. An **Anthropology** or **Occult** roll, or having the skill at 50% or better, identifies the artifacts as having significant roles in the offering of prayers to gods, the placation of demons, and both the issuing of and protection from curses. Rassam collected them and used the rituals recorded on them to attempt to further blunt the influence of the Father of War.

**BOOKS:** Also on the shelves are what appear to be transcriptions of ancient texts bound in folios. They are not transcriptions. They are journals handwritten in Ashurian Aramaic, an extinct language which previously served as a kind of Mesopotamian lingua franca during the fifth through ninth centuries CE. Here Rassam has kept vast notes on his work against the unnatural. If asked about them, Rassam lies, describing the folios as handmade copies of texts from the Baghdad Museum of Antiquities. He says they cover the spread of early Islam into Mesopotamia. For details on the books, see **THE JOURNALS OF TARIQ RASSAM** on page 184.

**WORKBENCH:** A workbench holds light sources—two battery-powered electric lamps and a pair of backup oil lamps—along with a magnifying glass, Rassam’s satellite phone, and an open folio. The folio is written in Ashurian Aramaic. A character with at least 40% skill in **Foreign Language (Aramaic)** or who makes a roll at +20% can read it in detail. If the Agents later see video footage of these pages, they can make out

the writing. The folio reveals that it and the rest are actually Rassam’s journals. This one describes his plan to smuggle something called “The Father of War” out of the country. The last words on the page say, “The Americans must not fail,” with “Americans” written to be sounded out phonetically. Beneath the open journal is a small knife, like a letter-opener but razor-sharp, inscribed in Arabic with a nonsense word: “Aza-thoth.” Beneath the bench are sealed plastic jugs of water and cans of preserved food, enough to last one adult a week.

**CASES:** Ten wooden cases the size of footlockers contain scores of clay tablets etched with Akkadian cuneiform. To a reader who knows **Foreign Language (Akkadian)**, the tablets comprise part of *Winds Unknown to Adad*. These cases also include Rassam’s translations of the tablets into modern Arabic. (See **WINDS UNKNOWN TO ADAD** on page 187 for details.)

**THE CAGED AMPHORA:** The most prominent object is an iron cage bolted to the concrete floor in the middle of the room. It measures two meters per side, with an ancient key lock on the door. In the center of the cage, carefully balanced, is a large bronze amphora stoppered with a leaded seal. Its exterior is etched with an inscription in Akkadian. Though the ISIL team has no way to translate it, it reads:

THE FATHER OF WAR WAITS  
HUNGRY TO LICK THE SKIN  
FROM THE WORLD  
WAR HIS ENDLESS GIFT  
BLOOD HIS ENDLESS PRICE  
FREE HIM AND PAY

This is the Throne of Blood.

As far as Faisal bin Salman is concerned—and he says this aloud if no player thinks of it—the ISIL fighters must have just discovered where Rassam keeps his supply of gold.

If the leaded seal is pried out, it can be seen to have an unrecognizable sigil inscribed on the inside. See **THE THRONE OF BLOOD** on page 183 for details of the artifact. See **THE FATHER RISES** on page 58 for what happens immediately after the stopper is removed.



# The Father Rises

The Father of War and its attacks are described fully on page 178.

As soon as the amphora is opened, the Father of War spills out in a living stream of black obsidian shards. Far more shards emerge from the amphora than its apparent volume should allow. The Father immediately wants to bathe in blood. The first person the Father encounters is skinned alive, one thumbnail-sized sliver of flesh at time. Any show of defiance results in a similar fate.

If no worshippers step forward to spill blood for its glory, the Father offers its victims the choice to serve or die. It shapes its shards into simple words or symbols in any language accompanied by a hissing, inhuman whisper: “SERVE. KNEEL.” Those who agree to serve must swallow a piece of the Father’s obsidian.

If freed while the sun is still up, the Father’s first action is to block the way out of the vault, shredding any who are between it and the vault door. Once everyone is trapped, it begins forcing conversion.

If freed at night, it stalks the intruders as they flee into the open air. It is possible to get the truck and try to flee, but only if a fighter survives the six turns it takes to run from the vault to the truck. Succeeding at an **Athletics** test reduces that to four turns. An ISIL fighter in the driver’s seat can attempt a **Drive** test once per turn to start the truck and speed away. Of course, this is a situation where the answer to the question “Who has the truck keys?” is critical. Starting the truck without keys requires a successful roll with **Craft (Electrician)** or something equivalent.

Meanwhile, the obsidian cloud whips and coils through the air, stalking and flaying its victims, one or two at a time. It is completely capable of chasing the truck down and slashing the belts, hoses, and tires to immobilize it. The Father of War glories in terror and death, but it wants worshippers even more.

End the scenario at a particularly dramatic moment when the digital video camera is turned off, abandoned, or damaged. Not showing the death of every ISIL fighter provides the opportunity to bring some characters back later as clue vectors.





# Characters

## Timur Alimsultanov

Timur Alimsultanov has been fighting since 1995 during the First Chechen War. He went on to fight in the Balkan Wars, the Second Chechen War, Afghanistan, and finally Syria with ISIL. There is no flavor or color of Crusader he hasn't had a hand in killing. The cowardly Americans wounded him with a bomb at the Battle of Kobane last year and since then he has been on light duties. But he's the sort who knows what to do if there's trouble.

Alimsultanov speaks no English and gives orders in Arabic. It's up to the Arabic-fluent members of the team to translate for the rest.

Alimsultanov is a very, very tired jihadi. His heart burned more fiercely when he had both arms, both eyes, and more of his hearing. Exiled from Chechnya like so many of his countrymen, Alimsultanov and his fellow Chechens were packed tightly in front of Kobane in October 2015, ready for the final assault on the Kurdish enclave, when the USAF hit them. Thanks to an American 500-pound bomb, Alimsultanov is missing his right arm below the elbow, his right eye, and his right eardrum. He nearly died. The bombardment broke Alimsultanov just as it broke his unit. The wounded were left behind and order was lost. Alimsultanov suffers from PTSD but has done nothing about it for fear of being discarded by ISIL.

Alimsultanov is a competent but bored authority figure. Babysitting for Al-Hisbah propagandists is beneath him. He pays little attention to the mission. If he experiences the supernatural, he becomes as focused as a Puritan witch-hunter. He pushes ahead as a means of overcoming his own fears. He believes in the power of the supernatural as described in the Quran and in Chechen folklore. When confronted by its reality, he is likely to come apart at the worst possible

time, giving panicked orders and digging it to make a stand when he should run.

As the leader, Alimsultanov will likely be a target of Rassam's attempt to use the ritual Geasa to force him and the players to withdraw from the home. If he succumbs, his stiffness and discomfort as he obeys are obvious to all. Successful rolls of **Psychotherapy** or **HUMINT** reveal that he is acting under coercion, even through he denies it. Under the Geasa, Alimsultanov draws his weapon and threatens to kill any soldier who is insubordinate, but he drips with sweat and his hand shakes. He does not want to kill his men. He fights the sorcery constantly. That imparts a -20% penalty to all his rolls while controlled.

## Timur Alimsultanov

*Shaken ISIL veteran, age 43*

**STR 9 CON 15 DEX 12 INT 14 POW 13 CHA 11**  
**HP 12 WP 13 SAN 49 BREAKING POINT 36**

**ARMOR:** 5 from a NATO-issue tactical vest.

**MOTIVATIONS AND DISORDERS:** Post-traumatic stress disorder.

Adapted to violence.

**SKILLS:** Alertness 26%, Artillery 38%, Athletics 45%, Craft (Electronics) 38%, Demolitions 33%, Dodge 34%, Drive 25%, Firearms 40%, First Aid 32%, Foreign Language (Arabic) 41%, Foreign Language (Russian) 70%, Heavy Weapons 34%, Melee Weapons 37%, Military Science (Land) 54%, Navigate 68%, Occult 25%, Ride 32%, Search 25%, Stealth 41%, Survival 50%, Swim 26%, Unarmed Combat 31%.

**ATTACKS:** *Makarov pistol* 40%, damage 1D8.

*Unarmed Combat* 31%, damage 1D4-1.

*Qama* 37%, damage 1D8.

**WEAPONS:** Timur wears an EFA-2 Makarov holster on his left hip. By pushing the pistol down through the holster, the pistol's slide automatically chambers the first round, cocks the pistol, and takes the safety off, all with his one hand. A qama is a short sword or long fighting knife from the North Caucasus.



## Shatha Hassoun

Hassoun's history is detailed on page 49.

### Shatha Hassoun

*Fearful young servant, age 17*

**STR 7 CON 11 DEX 12 INT 12 POW 10 CHA 15**

**HP 9 WP 10 SAN 42 BREAKING POINT 40**

**SKILLS:** Alertness 41%, Athletics 46%, Craft (Cooking) 45%, Dodge 40%, Melee Weapons 32%, Search 35%, Stealth 44%, Drive (Bicycle) 39%, Swim 29%, Unarmed combat 41%.

**ATTACKS:** Kitchen or cleaning tool 32%, damage 1D6-1. Unarmed 41%, damage 1D4-2.

## Majid al-Muhandis

Al-Muhandis's history is detailed on page 49.

### Majid al-Muhandis

*Gardener, mechanic, and loyal friend, age 62*

**STR 10 CON 9 DEX 8 INT 11 POW 13 CHA 11**

**HP 10 WP 13 SAN 52 BREAKING POINT 39**

**SKILLS:** Alertness 35%, Athletics 46%, Craft (Cooking) 25%, Craft (Gardening) 48%, Craft (Mechanic) 68%, Drive 56%, Firearms 54%, First Aid 61%, Foreign Language (Sonari Kurdish) 40%, Melee Combat 40%, Search 60%, Stealth 42%, Survival 49%, Swim 33%, Unarmed Combat 45%.

**ATTACKS:** Garage or garden tool 40%, damage 1D6. Unarmed 45%, damage 1D4-1.

## Tariq Mohammed Rassam

Rassam's history is detailed on page 49 and in **THE JOURNALS OF TARIQ RASSAM** on page 184.

### Tariq Mohammed Rassam

*Hunter of the Unnatural, age 93*

**STR 3 CON 9 DEX 5 INT 17 POW 17 CHA 12**

**HP 3 WP 17 SAN 22 BREAKING POINT 5**

**MOTIVATIONS AND DISORDERS:** Adapted to helplessness.

Depersonalization disorder.

Sleep disorder.

**SKILLS:** Alchemy 45%, Alertness 81%, Anthropology 67%, Archeology 69%, Art (Stone Sculpture) 65%, Athletics 35%, Demolitions 43%, Drive 39%, Firearms 82%, First Aid 54%, Foreign Language (Akkadian) 40%, Foreign Language (Ashurian Aramaic) 45%, Foreign Language (English) 61%, Foreign Language (French) 41%, Foreign Language (German) 63%, Foreign Language (Persian) 39%, Foreign Language (Russian) 31%, Foreign Language (Sanskrit) 43%, Foreign Language (Sorani Kurdish) 48%, Foreign Language (Turkish) 54%, Heavy Machinery 41%, History 73%, HUMINT 65%, Occult 87%, Persuade 47%, Pharmacy 64%, Science (Chemistry) 71%, Search 55%, Stealth 47%, Survival 33%, Unarmed Combat 60%, Unnatural 31%.

**ATTACKS:** Walther PPK pistol 82%, damage 1D8. Unarmed 60%, damage 1D4-3.

**THE FLOWER OF DILMUN:** Rassam has long used the ritual called the Flower of Dilmun (described on page 182) to maintain vigor beyond his years. He has used the ritual so many times that should he fail to use it again before his CON reaches its natural score of 3, his INT will permanently drop to zero. That is a problem he will never face.

**RITUALS (ACTIVATION ROLL 77%):** Clear the Path, The Closing of the Breach, Dust of the Thresholds, The Elder Sign, Exorcism, The Flower of Dilmun, Geasa, Obscure Memory, the Powder of Ibn-Ghazi, Song of Power, Soothing Song, The Voorish Sign, Transmutation.



## Faisal bin Salman

Faisal is here to get his jihad on. He is a handsome man with a cheerful disposition that comes from having better equipment and cleaner clothes than others. He receives care packages from home since there is almost nothing for his money to buy in the Caliphate.

Faisal is perfectly open about how cool and fun he thinks it is to be able to throw his weight around as a member of Al-Hisbah. He brags about everything from his Porsche back in Jeddah to the number of Shiites he's bagged. Once he's back home in Saudi Arabia, he's going to brag about this war like it was spring break.

He happily tells anyone who listens about his "slutty" Yazidi concubine, a kidnap victim who ran away at the first opportunity after he raped her. It is intolerable to him that ISIL officials are dragging their feet getting him a new concubine. He asks the players how their trafficked women are, knowing full well they didn't get assigned any.

A bully and a coward, Faisal is perfectly happy to kill people who can't fight back and has participated in a number of executions. Worse than useless in combat, he is tolerated and kept relatively safe so his family will write more checks to ISIL.

Perhaps the worst part of Faisal's cruelty is its absolute thoughtlessness. He is reflexively sadistic. He never passes up an opportunity to be petty and mean-spirited. Being in *Al-Hisbah* allows him unquestioned authority with no risk. At Rassam's house, he is bored with anything besides pushing people around.

Besides these fine qualities, Faisal is greedy. When he hears about Rassam paying in gold, he wants to discover its source. The alchemical lab makes no sense to him, but that amphora locked in an iron cage? That is definitely where the gold is kept. Definitely. Faisal recklessly opens the Throne of Blood if the players' fighters do not.

## Faisal bin Salman

*Unredeemed predator, age 19*

**STR** 13 **CON** 11 **DEX** 10 **INT** 7 **POW** 9 **CHA** 9

**HP** 12 **WP** 9 **SAN** 38 **BREAKING POINT** 36

**ARMOR:** 5 from a NATO-issue tactical vest.

**MOTIVATIONS AND DISORDERS:** Adapted to violence.

**SKILLS:** Alertness 60%, Athletics 55%, Computer Science 21%, Demolitions 23%, Dodge 35%, Drive 55%, Firearms 30%, Foreign Language (English) 41%, Melee Weapons 35%, Persuade 40%, Ride 39%, Search 33%, Stealth 41%, Swim 25%, Unarmed Combat 55%.

**ATTACKS:** *M4 carbine* 30%, damage 1D12, Armor Piercing 3.

*Desert Eagle .44 magnum pistol* 30%, damage 1D12.

*Arabian dagger* 35%, damage 1D6+1.

*Unarmed* 55%, damage 1D4.



|                                                                                                 |     |                                                                                                                                                                                                                                                                                                                                                                                                       |                         |
|-------------------------------------------------------------------------------------------------|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
| NAME AND RANK                                                                                   |     | PROFESSION AND EMPLOYER                                                                                                                                                                                                                                                                                                                                                                               |                         |
| Qazim Ademi                                                                                     |     | ISIL fighter and ex-student                                                                                                                                                                                                                                                                                                                                                                           |                         |
| SEX                                                                                             | AGE | PHYSICAL DESCRIPTION                                                                                                                                                                                                                                                                                                                                                                                  |                         |
| <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____ | 20  |                                                                                                                                                                                                                                                                                                                                                                                                       |                         |
| PERSONAL DETAILS                                                                                |     | GEAR AND NOTES                                                                                                                                                                                                                                                                                                                                                                                        |                         |
| <div></div>  |     | <p>Soviet pattern web gear with ammo pouches w/ four 30-round AK-47 magazines</p> <p>Canteen, belt bag with rations for two days in the field</p> <p>Paramilitary and civilian clothes and Chinese surplus combat boots</p> <p>Balaclava</p> <p>Islamic State identity papers</p> <p>Collapsible boom microphone and digital recording deck with extra battery, portable carrying case, and sling</p> |                         |
| REMARKS                                                                                         |     | SKILL OR STAT USED                                                                                                                                                                                                                                                                                                                                                                                    |                         |
|                                                                                                 |     |                                                                                                                                                                                                                                                                                                                                                                                                       |                         |
|                                                                                                 |     |                                                                                                                                                                                                                                                                                                                                                                                                       |                         |
|                                                                                                 |     |                                                                                                                                                                                                                                                                                                                                                                                                       |                         |
| EQUIPMENT                                                                                       |     | WEAPONS                                                                                                                                                                                                                                                                                                                                                                                               |                         |
|                                                                                                 |     | SKILL %                                                                                                                                                                                                                                                                                                                                                                                               | DAMAGE                  |
|                                                                                                 |     | 44%                                                                                                                                                                                                                                                                                                                                                                                                   | 1D4-1                   |
|                                                                                                 |     | 34%                                                                                                                                                                                                                                                                                                                                                                                                   | 1D12+1 or Lethality 10% |
|                                                                                                 |     | 30%                                                                                                                                                                                                                                                                                                                                                                                                   | 1D8                     |
|                                                                                                 |     |                                                                                                                                                                                                                                                                                                                                                                                                       |                         |
|                                                                                                 |     |                                                                                                                                                                                                                                                                                                                                                                                                       |                         |
|                                                                                                 |     | ARMOR                                                                                                                                                                                                                                                                                                                                                                                                 |                         |
|                                                                                                 |     |                                                                                                                                                                                                                                                                                                                                                                                                       |                         |
|                                                                                                 |     |                                                                                                                                                                                                                                                                                                                                                                                                       |                         |
|                                                                                                 |     | Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.                                                                                                                                                                                                                                                                                                      |                         |
| INJURIES                                                                                        |     | WOUNDS AND AILMENTS                                                                                                                                                                                                                                                                                                                                                                                   |                         |
|                                                                                                 |     |                                                                                                                                                                                                                                                                                                                                                                                                       |                         |
|                                                                                                 |     | Has First Aid been attempted since the last injury? <input type="checkbox"/> If yes: only Medicine, Surgery, or long-term rest can help further                                                                                                                                                                                                                                                       |                         |

| STATISTICAL DATA                                                                                                                          |       |                   |                       |                           |
|-------------------------------------------------------------------------------------------------------------------------------------------|-------|-------------------|-----------------------|---------------------------|
| STATISTICS                                                                                                                                | SCORE | ×5                | DERIVED ATTRIBUTES    | MAX                       |
| Strength (STR)                                                                                                                            | 11    | 55%               | Hit Points (HP)       | 13                        |
| Constitution (CON)                                                                                                                        | 14    | 70%               | Willpower Points (WP) | 9                         |
| Dexterity (DEX)                                                                                                                           | 10    | 50%               | Sanity Points (SAN)   | 99                        |
| Intelligence (INT)                                                                                                                        | 10    | 50%               | Breaking Point (BP)   | 36                        |
| Power (POW)                                                                                                                               | 9     | 45%               |                       |                           |
| Charisma (CHA)                                                                                                                            | 9     | 45%               |                       |                           |
| PSYCHOLOGICAL DATA                                                                                                                        |       |                   |                       |                           |
| BONDS                                                                                                                                     |       |                   |                       | SCORE                     |
|                                                                                                                                           |       |                   |                       |                           |
|                                                                                                                                           |       |                   |                       |                           |
|                                                                                                                                           |       |                   |                       |                           |
|                                                                                                                                           |       |                   |                       |                           |
| MOTIVATIONS AND MENTAL DISORDERS                                                                                                          |       |                   |                       |                           |
| INCIDENTS OF SAN LOSS WITHOUT GOING INSANE                                                                                                |       |                   |                       |                           |
| Violence <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> adapted |       |                   |                       |                           |
| SKILLS                                                                                                                                    |       |                   |                       |                           |
| Accounting                                                                                                                                | 10%   | First Aid         | 21%                   | Ride                      |
| Alertness                                                                                                                                 | 54%   | Forensics         | 0%                    | Science:                  |
| Anthropology                                                                                                                              | 0%    | Heavy Machinery   | 10%                   |                           |
| Archeology                                                                                                                                | 0%    | Heavy Weapons     | 0%                    | Search                    |
| Art:                                                                                                                                      |       | History           | 10%                   | SIGINT                    |
| Website Design                                                                                                                            | 24%   | HUMINT            | 10%                   | Stealth                   |
| Artillery                                                                                                                                 | 0%    | Law               | 0%                    | Surgery                   |
| Athletics                                                                                                                                 | 51%   | Medicine          | 0%                    | Survival                  |
| Bureaucracy                                                                                                                               | 10%   | Melee Weapons     | 30%                   | Swim                      |
| Computer Science                                                                                                                          | 20%   | Military Science: |                       | Unarmed Combat            |
| Craft:                                                                                                                                    |       |                   |                       | Unnatural                 |
| Mechanics                                                                                                                                 | 35%   | Navigate          | 10%                   | Languages & Other Skills: |
| Criminology                                                                                                                               | 10%   | Occult            | 10%                   | Language (Albanian)       |
| Demolitions                                                                                                                               | 0%    | Persuade          | 28%                   | Language (Arabic)         |
| Disguise                                                                                                                                  | 10%   | Pharmacy          | 0%                    | Language (English)        |
| Dodge                                                                                                                                     | 30%   | Pilot:            |                       | Native: Dutch             |
| Drive                                                                                                                                     | 44%   | Boat              | 20%                   |                           |
| Firearms                                                                                                                                  | 34%   | Psychotherapy     | 10%                   |                           |



PERSONAL

NAME AND RANK

Elam Soufiane Boumeftah

PROFESSION AND EMPLOYER

ISIL fighter and construction worker

SEX

☐ F ☒ M ☐

AGE

19

PHYSICAL DESCRIPTION

PERSONAL DETAILS



GEAR AND NOTES

Soviet pattern web gear with ammo pouches w/ four 30-round AK-47 magazines  
Canteen, belt bag with rations for two days in the field  
Paramilitary and civilian clothes and Chinese surplus combat boots  
Balaclava  
Islamic State identity papers  
Pocket sized Koran with a photo of your martyred friend Ali as a bookmark

REMARKS

| WEAPONS                           | SKILL % | DAMAGE                  | ARMOR PIERCING | RANGE |
|-----------------------------------|---------|-------------------------|----------------|-------|
|                                   |         |                         |                |       |
| Unarmed                           | 60%     | 1D4+1                   |                |       |
| AK-47 assault rifle               | 43%     | 1D12+1 or Lethality 10% | 3              |       |
| Soviet pattern AKM bayonet, fixed | 60%     | 1D8+2                   | 3              |       |
|                                   |         |                         |                |       |
| ARMOR                             |         |                         |                |       |

EQUIPMENT

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

WOUNDS AND AILMENTS

INJURIES

Has First Aid been attempted since the last injury? ☐ If yes: only Medicine, Surgery, or long-term rest can help further

| STATISTICAL DATA                                                                                                                          |       |     |                       |       |
|-------------------------------------------------------------------------------------------------------------------------------------------|-------|-----|-----------------------|-------|
| STATISTICS                                                                                                                                | SCORE | ×5  | DERIVED ATTRIBUTES    | MAX   |
| Strength (STR)                                                                                                                            | 17    | 85% | Hit Points (HP)       | 16    |
| Constitution (CON)                                                                                                                        | 15    | 75% | Willpower Points (WP) | 9     |
| Dexterity (DEX)                                                                                                                           | 9     | 45% | Sanity Points (SAN)   | 99    |
| Intelligence (INT)                                                                                                                        | 8     | 40% | Breaking Point (BP)   | 36    |
| Power (POW)                                                                                                                               | 9     | 45% |                       |       |
| Charisma (CHA)                                                                                                                            | 8     | 40% |                       |       |
| PSYCHOLOGICAL DATA                                                                                                                        |       |     |                       |       |
| BONDS                                                                                                                                     |       |     |                       | SCORE |
|                                                                                                                                           |       |     |                       |       |
|                                                                                                                                           |       |     |                       |       |
|                                                                                                                                           |       |     |                       |       |
|                                                                                                                                           |       |     |                       |       |
| MOTIVATIONS AND MENTAL DISORDERS                                                                                                          |       |     |                       |       |
| INCIDENTS OF SAN LOSS WITHOUT GOING INSANE                                                                                                |       |     |                       |       |
| Violence <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> adapted |       |     |                       |       |

| SKILLS           |     |                   |     |                           |
|------------------|-----|-------------------|-----|---------------------------|
| Accounting       | 10% | First Aid         | 10% | Ride                      |
| Alertness        | 42% | Forensics         | 0%  | Science:                  |
| Anthropology     | 0%  | Heavy Machinery   | 36% |                           |
| Archeology       | 0%  | Heavy Weapons     | 0%  | Search                    |
| Art:             |     | History           | 10% | SIGINT                    |
|                  |     | HUMINT            | 10% | Stealth                   |
| Artillery        | 0%  | Law               | 0%  | Surgery                   |
| Athletics        | 65% | Medicine          | 0%  | Survival                  |
| Bureaucracy      | 10% | Melee Weapons     | 60% | Swim                      |
| Computer Science | 0%  | Military Science: | 10% | Unarmed Combat            |
| Craft:           | 32% | Land              |     | Unnatural                 |
| Construction     |     | Navigate          | 10% | Languages & Other Skills: |
| Criminology      | 10% | Occult            | 10% | Language (Arabic)         |
| Demolitions      | 0%  | Persuade          | 20% | Language (Dutch)          |
| Disguise         | 10% | Pharmacy          | 0%  | Language (English)        |
| Dodge            | 36% | Pilot:            |     | Native: French            |
| Drive            | 45% |                   | 0%  |                           |
| Firearms         | 43% | Psychotherapy     | 10% |                           |



NAME AND RANK

Khaled Hadji Ibrahim

PROFESSION AND EMPLOYER

ISIL fighter and construction worker

SEX

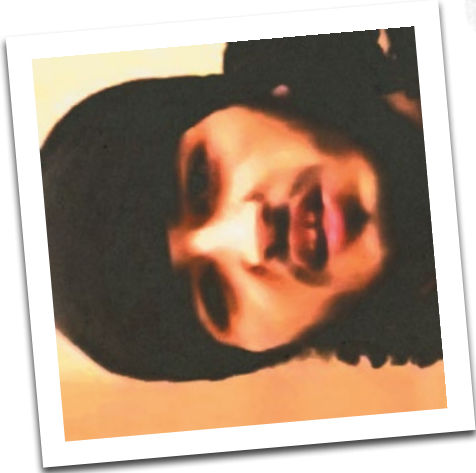
☐ F ☒ M ☐ \_\_\_\_\_

AGE

20

PHYSICAL DESCRIPTION

PERSONAL DETAILS



GEAR AND NOTES

Soviet pattern web gear with ammo pouches w/ four 30-round AK-47 magazines  
Canteen, belt bag with rations for two days in the field  
Paramilitary and civilian clothes and Chinese surplus combat boots  
Balaclava  
Islamic State identity papers  
Packs of Turkish cigarettes  
Zippo lighter engraved with the Arabic phrase "Allah is the Light of the heavens and the earth"

REMARKS

| WEAPONS                           | SKILL % | DAMAGE                  | ARMOR PIERCING | RANGE |
|-----------------------------------|---------|-------------------------|----------------|-------|
| Unarmed                           | 50%     | 1D4                     |                |       |
| AK-47 assault rifle               | 31%     | 1D12+1 or Lethality 10% | 3              |       |
| Soviet-pattern AKM bayonet, fixed | 38%     | 1D8+1                   | 3              |       |
|                                   |         |                         |                |       |
| ARMOR                             |         |                         |                |       |

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ If yes: only Medicine, Surgery, or long-term rest can help further

| STATISTICAL DATA   |       |     |                       |     |
|--------------------|-------|-----|-----------------------|-----|
| STATISTICS         | SCORE | ×5  | DERIVED ATTRIBUTES    | MAX |
| Strength (STR)     | 14    | 70% | Hit Points (HP)       | 13  |
| Constitution (CON) | 12    | 60% | Willpower Points (WP) | 7   |
| Dexterity (DEX)    | 12    | 60% | Sanity Points (SAN)   | 99  |
| Intelligence (INT) | 9     | 45% | Breaking Point (BP)   | 28  |
| Power (POW)        | 7     | 35% |                       |     |
| Charisma (CHA)     | 10    | 50% |                       |     |

| PSYCHOLOGICAL DATA |       |
|--------------------|-------|
| BONDS              | SCORE |
|                    |       |
|                    |       |
|                    |       |
|                    |       |

MOTIVATIONS AND MENTAL DISORDERS

INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ adapted Helplessness ☐ ☐ adapted

| SKILLS           |     |                   |     |                           |
|------------------|-----|-------------------|-----|---------------------------|
| Accounting       | 10% | First Aid         | 15% | Ride                      |
| Alertness        | 33% | Forensics         | 0%  | Science:                  |
| Anthropology     | 0%  | Heavy Machinery   | 41% |                           |
| Archeology       | 0%  | Heavy Weapons     | 0%  | Search                    |
| Art:             |     | History           | 10% | SIGINT                    |
|                  |     | HUMINT            | 10% | Stealth                   |
| Artillery        | 0%  | Law               | 0%  | Surgery                   |
| Athletics        | 59% | Medicine          | 0%  | Survival                  |
| Bureaucracy      | 10% | Melee Weapons     | 38% | Swim                      |
| Computer Science | 5%  | Military Science: | 5%  | Unarmed Combat            |
| Craft:           | 37% | Land              |     | Unnatural                 |
| Construction     |     | Navigate          | 25% | Languages & Other Skills: |
| Criminology      | 10% | Occult            | 10% | Language (Arabic)         |
| Demolitions      | 0%  | Persuade          | 20% | Language (English)        |
| Disguise         | 10% | Pharmacy          | 0%  | Native: French            |
| Dodge            | 42% | Pilot:            | 0%  |                           |
| Drive            | 20% |                   |     |                           |
| Firearms         | 31% | Psychotherapy     | 10% |                           |











|                                                                                                 |     |                                                                                                                                                                                                                                                                                                                                            |                         |
|-------------------------------------------------------------------------------------------------|-----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
| NAME AND RANK                                                                                   |     | PROFESSION AND EMPLOYER                                                                                                                                                                                                                                                                                                                    |                         |
| Arshad Mehmood                                                                                  |     | ISIL fighter and videographer                                                                                                                                                                                                                                                                                                              |                         |
| SEX                                                                                             | AGE | PHYSICAL DESCRIPTION                                                                                                                                                                                                                                                                                                                       |                         |
| <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____ | 21  |                                                                                                                                                                                                                                                                                                                                            |                         |
| PERSONAL DETAILS                                                                                |     | GEAR AND NOTES                                                                                                                                                                                                                                                                                                                             |                         |
|              |     | Soviet pattern web gear with ammo pouches w/ four 30-round AK-47 magazines<br>Canteen, belt bag with rations for two days in the field<br>Paramilitary and civilian clothes and Chinese surplus combat boots<br>Balaclava<br>Islamic State identity papers<br>Shoulder bag w/ digital video camcorder, tripod, power cord, extra batteries |                         |
| REMARKS                                                                                         |     | SKILL OR STAT USED                                                                                                                                                                                                                                                                                                                         |                         |
|                                                                                                 |     |                                                                                                                                                                                                                                                                                                                                            |                         |
|                                                                                                 |     |                                                                                                                                                                                                                                                                                                                                            |                         |
|                                                                                                 |     |                                                                                                                                                                                                                                                                                                                                            |                         |
| EQUIPMENT                                                                                       |     | WEAPONS                                                                                                                                                                                                                                                                                                                                    |                         |
|                                                                                                 |     | SKILL %                                                                                                                                                                                                                                                                                                                                    | DAMAGE                  |
|                                                                                                 |     | 44%                                                                                                                                                                                                                                                                                                                                        | 1D4-1                   |
|                                                                                                 |     | 31%                                                                                                                                                                                                                                                                                                                                        | 1D12+1 or Lethality 10% |
|                                                                                                 |     | 30%                                                                                                                                                                                                                                                                                                                                        | 1D8                     |
|                                                                                                 |     |                                                                                                                                                                                                                                                                                                                                            |                         |
|                                                                                                 |     |                                                                                                                                                                                                                                                                                                                                            |                         |
|                                                                                                 |     | ARMOR                                                                                                                                                                                                                                                                                                                                      |                         |
|                                                                                                 |     |                                                                                                                                                                                                                                                                                                                                            |                         |
|                                                                                                 |     |                                                                                                                                                                                                                                                                                                                                            |                         |
|                                                                                                 |     | Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.                                                                                                                                                                                                                                           |                         |
| INJURIES                                                                                        |     | WOUNDS AND AILMENTS                                                                                                                                                                                                                                                                                                                        |                         |
|                                                                                                 |     |                                                                                                                                                                                                                                                                                                                                            |                         |
|                                                                                                 |     | Has First Aid been attempted since the last injury? <input type="checkbox"/> If yes: only Medicine, Surgery, or long-term rest can help further                                                                                                                                                                                            |                         |

| STATISTICAL DATA                                                                                                                                                   |       |                   |                       |                           |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|-------------------|-----------------------|---------------------------|
| STATISTICS                                                                                                                                                         | SCORE | ×5                | DERIVED ATTRIBUTES    | MAX                       |
| Strength (STR)                                                                                                                                                     | 9     | 45%               | Hit Points (HP)       | 9                         |
| Constitution (CON)                                                                                                                                                 | 9     | 45%               | Willpower Points (WP) | 10                        |
| Dexterity (DEX)                                                                                                                                                    | 12    | 60%               | Sanity Points (SAN)   | 99                        |
| Intelligence (INT)                                                                                                                                                 | 15    | 75%               | Breaking Point (BP)   | 40                        |
| Power (POW)                                                                                                                                                        | 10    | 50%               |                       |                           |
| Charisma (CHA)                                                                                                                                                     | 8     | 40%               |                       |                           |
| PSYCHOLOGICAL DATA                                                                                                                                                 |       |                   |                       |                           |
| BONDS                                                                                                                                                              |       |                   |                       | SCORE                     |
|                                                                                                                                                                    |       |                   |                       |                           |
|                                                                                                                                                                    |       |                   |                       |                           |
|                                                                                                                                                                    |       |                   |                       |                           |
|                                                                                                                                                                    |       |                   |                       |                           |
| MOTIVATIONS AND MENTAL DISORDERS                                                                                                                                   |       |                   |                       |                           |
| INCIDENTS OF SAN LOSS WITHOUT GOING INSANE                                                                                                                         |       |                   |                       |                           |
| Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> adapted |       |                   |                       |                           |
| SKILLS                                                                                                                                                             |       |                   |                       |                           |
| Accounting                                                                                                                                                         | 10%   | First Aid         | 10%                   | Ride                      |
| Alertness                                                                                                                                                          | 43%   | Forensics         | 0%                    | Science:                  |
| Anthropology                                                                                                                                                       | 0%    | Heavy Machinery   | 10%                   |                           |
| Archeology                                                                                                                                                         | 0%    | Heavy Weapons     | 0%                    | Search                    |
| Art:                                                                                                                                                               |       | History           | 30%                   | SIGINT                    |
| Photography                                                                                                                                                        | 38%   | HUMINT            | 30%                   | Stealth                   |
| Artillery                                                                                                                                                          | 0%    | Law               | 0%                    | Surgery                   |
| Athletics                                                                                                                                                          | 40%   | Medicine          | 0%                    | Survival                  |
| Bureaucracy                                                                                                                                                        | 10%   | Melee Weapons     | 30%                   | Swim                      |
| Computer Science                                                                                                                                                   | 41%   | Military Science: | 0%                    | Unarmed Combat            |
| Craft:                                                                                                                                                             | 42%   | Navigate          |                       | Unnatural                 |
| Electrician                                                                                                                                                        | 10%   | Occult            | 10%                   | Languages & Other Skills: |
| Criminology                                                                                                                                                        | 0%    | Persuade          | 45%                   | Art (Videographer)        |
| Demolitions                                                                                                                                                        | 10%   | Pharmacy          | 0%                    | Art (Website Design)      |
| Disguise                                                                                                                                                           | 30%   | Pilot:            | 0%                    | Craft (Electronics)       |
| Dodge                                                                                                                                                              | 37%   | Psychotherapy     | 10%                   | Language (Arabic)         |
| Firearms                                                                                                                                                           | 31%   |                   |                       | Language (Pashtun)        |
|                                                                                                                                                                    |       |                   |                       | Native: English           |



# // Part 2: Operation BONE BOX //

"A strange symbol seems to draw the eye  
like a hypnotic pattern."





RASSAM

• KNOWN OPERATOR  
OF HYPER  
PRINC  
• FF  
• THE  
TAR  
• PRO  
AND F





# Part 2:

## Operation BONE BOX

Once the players have experienced the horror of the release of the Father of War, that part of the campaign is over. Its repercussions have only begun. Now, the players switch to Agents of Delta Green.

The Agents are members of the Program, the official version of Delta Green. They have been selected for a mission to go into northern Iraq, into territory currently controlled by ISIL. They are to track down the incursion released by the ISIL team, identify its weaknesses, and eliminate it.

### Task Force 01132

In order to accomplish this extremely dangerous mission, in a rarefied environment where only specialized American personnel can operate, the team is hand-picked from the U.S. Special Operations Command, federal law enforcement, and the intelligence community.

#### Pregenerated Agents

Eight pregenerated Agents are available to the players. They comprise Task Force 01132, a Delta Green-cleared temporary unit placed within the U.S. Joint Special Operations Command (JSOC). Most of the time, JSOC teams identify and track high-priority terrorist, insurgency, and ISIL targets. Because JSOC teams can easily be detached and reassigned with no questions asked, they sometimes provide useful cover for the Program's operations in the Middle East.

Some of the pregenerated Agents belong to the intelligence and research arm of Task Force 01132. Others are best suited for an eventual mission into Mosul itself to confront the Sons of War. They might help with preparations and they might train to prepare for the mission. Let the players decide which to play and how many of them are in the task force.

Some may wish to play one Agent in this scenario and another in the next. Some may wish to bring their own characters.

If no player takes Dr. Hastings, either put him or her on the team as an NPC specialist to help research ancient languages and history or invent one or two local contacts with the same skills.

The pregenerated Agents include:

- » **SUSAN HASTINGS:** Historian and CIA consultant, age 45
- » **JENNIFER JUSHIRAZI:** CIA case officer, age 41
- » **NASSER LANDRY:** FBI counterterrorism liaison, age 40
- » **QASIM AL-MALEH:** CIA analyst, age 45
- » **MAJOR MARY OLSON:** U.S. Army SIGINT analyst in the secretive Intelligence Support Activity, age 42
- » **CAPTAIN DANIEL PASHKAEV:** Special Forces officer, age 35
- » **NABA AL-RABBANI:** NSA analyst, age 30
- » **STAFF SERGEANT JAMIE WARNER:** Special Forces medic, age 31

Players and Handlers can change the Agents' genders or other details however they like.

Hastings, Landry, Al-Maleh, and Al-Rabbani are likely to be most effective as researchers and intelligence-gatherers in "The Evil of the Whisperer." Jushirazi, Olson, Pashkaev, and Warner are likely to be most effective at infiltrating Mosul and confronting the threats of "Among Jinn and Men." All the Agents have skills that may be critical in either scenario.

#### Other Agents

Agents created by the players must have **Foreign Language** skills to conduct the investigation, at least 40% in Arabic, Kurdish, Persian, and/or Turkish. In "The Evil of the Whisperer," the team could use experts in **Accounting**, **Anthropology**, **Archeology**, **Bureaucracy**,



Criminology, History, HUMINT, Law, Military Science, Occult, SIGINT, and Persuasion. “Part 4: Among Jinn and Men” details other requirements for new Agents in that scenario.

## Briefing at Panzer Kaserne

The date is 1 APR 2016. The Agents are in a sensitive compartmentalized information facility (SCIF), an extremely secure meeting room, at Panzer Kaserne, a U.S. Marine Corps and special forces base in southern Germany.

The Agents have just finished watching a video that showed the events of the Rassam incident. Watching the tape costs 0/1 SAN from each viewer.

Their Program liaison and case officer is U.S. Army Col. Sterret Gwin of INSCOM’s Army Operations Group, attached to Joint Special Operations Command. He oversees human intelligence collection by Army intelligence officers in support of JSOC’s counterterrorism operations in Central Command.

Gwin puts his wide reach in the U.S. military bureaucracy to the Agents’ use as much as he can. That may be less than they wish. He is spread too thin as an Army intelligence officer, even apart from his even more secret work for Delta Green.

Gwin gives the Agents papers from the Department of Defense that grant them freedom of movement within territory controlled by U.S. forces, the Kurdish Peshmerga, and the Iraqi Army. Then he begins the mission briefing.

### SLIDE 1

TOP SECRET//SPECIAL ACCESS REQUIRED–BONE BOX

## Briefing: OPERATION BONE BOX

### Background

On 27 MAR 2016, the digital video file you just viewed was passed to the Program from a freelance operative. Intelligence assets have determined that the video-recorded incident occurred on the evening of 23 MAR 2016, in territory occupied by ISIL.





**SLIDE 2**

TOP SECRET//SPECIAL ACCESS REQUIRED-BONE BOX

**Briefing: OPERATION BONE BOX****Background**

The site is a home south of Mosul, Iraq, and north of the Tigris River. The home belonged to Tariq Mohammed Rassam. The event at the home of Tariq Rassam appears to have begun as a propaganda action. The ISIL fighters meant to record themselves finding and destroying Rassam's collection of forbidden antiquities.

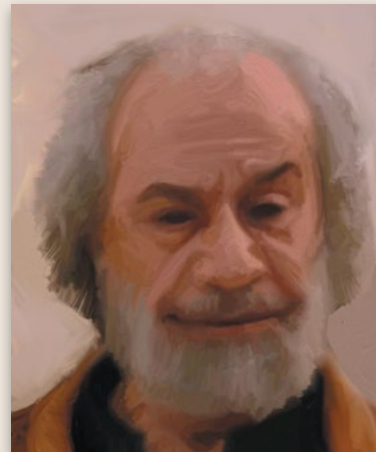
**SLIDE 3**

TOP SECRET//SPECIAL ACCESS REQUIRED-BONE BOX

**Briefing: OPERATION BONE BOX****Background**

Tariq Mohammed Rassam: Background

- Born in 1923
- Inherited and managed a family-owned marble quarry outside Mosul
- Advanced degrees in Mesopotamian archeology from Cambridge University in the UK and Freie Universität Berlin in Germany
- Patron of Iraq Museum in Baghdad from its founding in 1966
- Professor at the University of Mosul from its founding in 1967 until his retirement in 1997
- Married in 1972 to Anja al-Khalili, a university of Mosul librarian; she died of a heart attack in 1983; they had no children
- Nominal member of Iraq's Arab Socialist Ba'ath Party from 1982 until its banning in 2003



THIS IS A WORK OF FICTION



## SLIDE 4

TOP SECRET//SPECIAL ACCESS REQUIRED-BONE BOX

**Briefing: OPERATION BONE BOX****Orders**

- Cover
- Investigation
- Neutralization
- OPSEC
- Timetable



## SLIDE 5

TOP SECRET//SPECIAL ACCESS REQUIRED-BONE BOX

**Briefing: OPERATION BONE BOX****Orders**

**COVER.** The CIA and Pentagon regard TF01132 as a compartmentalized JSOC task force tasked with tracking down and eliminating a high-echelon ISIL actor whose identity is classified. Anyone who presses for details is to be referred to TF01132's case officer.





**SLIDE 6**

TOP SECRET//SPECIAL ACCESS REQUIRED-BONE BOX

**Briefing: OPERATION BONE BOX****Orders****INVESTIGATION.**

TF01132 will proceed to the USAF Logistical Hub at Kirkuk Airport in northern Iraq and establish a base of operations. Considering the lack of substantive data as to the nature of the incursion, it is highly recommended that TF01132 gather intelligence and assets and make detailed preparations before they attempt to infiltrate ISIL-held Mosul.



**TIMETABLE.** TF0013 will act with all due haste while preserving OPSEC. OPSEC can be sacrificed only if the immediacy of the threat would compromise OPSEC in any event.

**SLIDE 7**

TOP SECRET//SPECIAL ACCESS REQUIRED-BONE BOX

**Briefing: OPERATION BONE BOX****Orders****INVESTIGATION.**

TF01132 will go to the Rassam house outside Mosul, retrieve all documents and artifacts that are relevant to Operation BONE BOX, and bring them to the Kirkuk base of operations for study or destruction according to the orders of TF01132's command element.



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## SLIDE 8

TOP SECRET//SPECIAL ACCESS REQUIRED-BONE BOX

**Briefing: OPERATION BONE BOX****Orders**

**INVESTIGATION.** TF01132 will make contact with U.S. and allied services in order to generate operational intelligence. It will ascertain what happened in the immediate aftermath of the Rassam incident. It will determine details of the incursion and assess whether it remains a threat: its nature, capacities, and vulnerabilities. TF01132 must prioritize intelligence that indicates the threat may be developing towards a public, mass-casualty event.

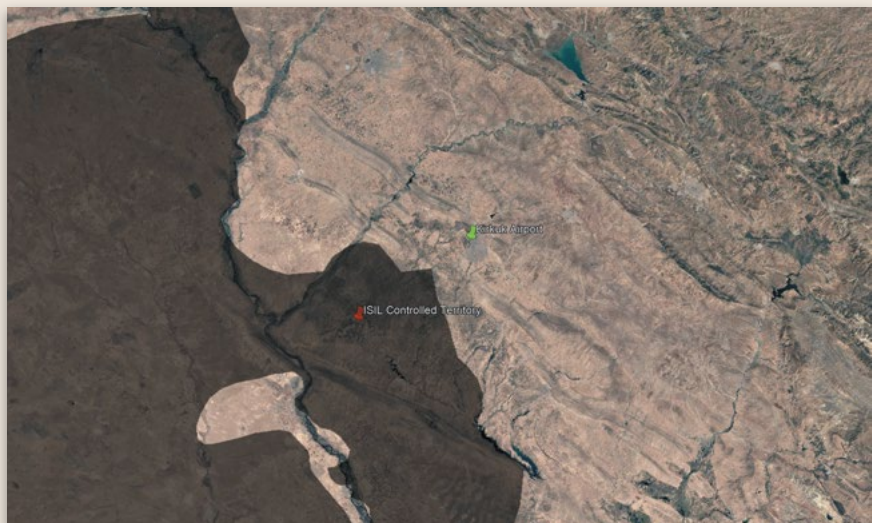


## SLIDE 9

TOP SECRET//SPECIAL ACCESS REQUIRED-BONE BOX

**Briefing: OPERATION BONE BOX****Orders****NEUTRALIZATION.**

TF01132 will locate the incursion and neutralize it. TF01132 is authorized to infiltrate the territory of ISIL under the cover of pursuit of a high-value ISIL target if that is required to neutralize the threat. Cover identities as members of Al-Hisbah will be provided, with female agents identified as officers of the all-women Al-Khansaa Brigade.



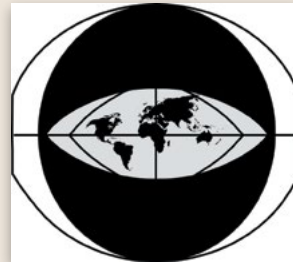


SLIDE 10

TOP SECRET//SPECIAL ACCESS REQUIRED-BONE BOX

**Briefing: OPERATION BONE BOX****Orders****OPERATIONAL SECURITY**

(OPSEC). Of even greater importance than neutralizing the incursion is ensuring that no actor in the current Mesopotamia crisis gains access to or understanding of this phenomenon. Russian forces are very active in Syria. Iranian Quds Force units operate openly in Syria and covertly in Iraq. No allied forces can be trusted with details about the incursion under any circumstances. TF01132 will guard that information with extreme prejudice.



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SLIDE 12

TOP SECRET//SPECIAL ACCESS REQUIRED-BONE BOX

**Briefing: OPERATION BONE BOX****Assets**

TF01132 has limited access to U.S. Central Command resources.

Cover identities have been prepared for TF01132. TF01132 has been warned that these cover identities will not withstand prolonged scrutiny.

TF01132 will negotiate use of Iraqi Army or Kurdish Peshmerga resources as needed on a case-by-case basis with local officers.



THIS IS A WORK OF FICTION

**RASSAM DOSSIER:  
CLASSIFIED BACKGROUND**

Beginning in 1940, Tariq Mohammed Rassam and his father, Mohammed Younis Rassam, worked as intelligence assets for Britain's Secret Intelligence Service or MI6. They aided the overthrow of the fascist coup that threatened to deliver the Kingdom of Iraq into the hands of the Axis.

MI6 records show that Tariq Rassam came into contact with the OSS during this period, but no OSS records exist to confirm this.

CIA records from the 1950s and 1960s indicate that Rassam acted as an intelligence asset for both the CIA and MI6. The intelligence he delivered was low priority, related to internal Iraqi and, later, Ba'ath Party politics as they intersected the black market in Mesopotamian antiquities.

After the First Gulf War in 1991, Rassam terminated his relationship with western intelligence services. Nothing more is known about him. He did not have contact with U.S. forces during the occupation of Mosul beginning in 2003.

Some of his extended family members acted as U.S. intelligence assets, local translators, and liaisons from the 1950s to the 1990s. A large number of them used this relationship to immigrate to Western countries. Other teams are running down those family members and will deliver any actionable intelligence should it arise.



TS SAR-BB

OPERATION BONE BOX:  
RELATED INCIDENTS

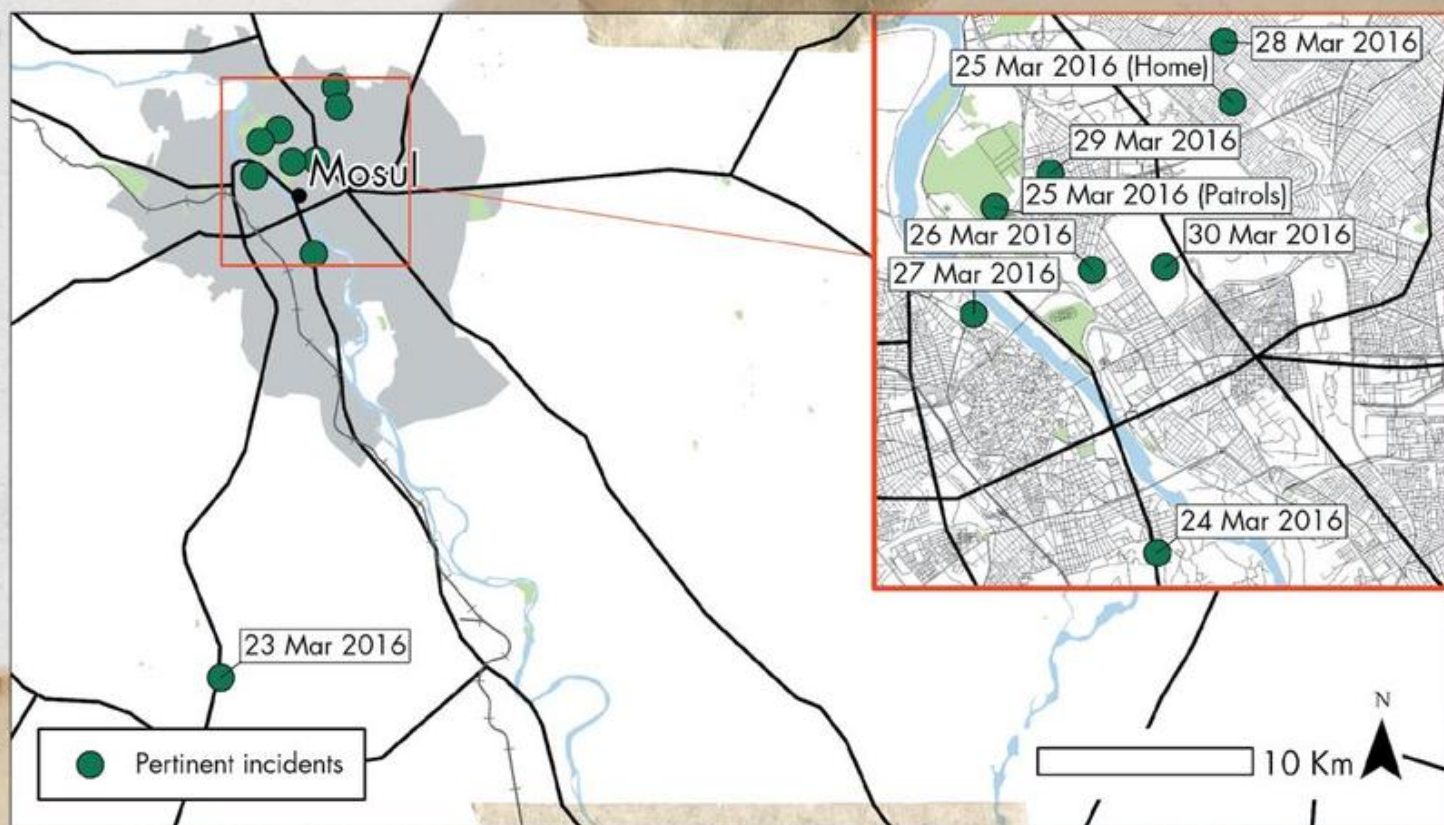
SIGINT assets have identified killings with features similar to the ones at the Rassam house.

- » **0134 24 MAR 2016:** Three ISIL fighters at a checkpoint in Al-Bath neighborhood of Mosul were found dead and skinned.
- » **0946 24 MAR 2016:** The incident at the Rassam home was reported to ISIL counterintelligence by the ISIL religious police.
- » **2116 24 MAR 2016:** The skinned bodies of two ISIL fighters on night patrol were found in the streets of As-Sina'iya District.
- » **2357 24 MAR 24 2016:** An ISIL night patrol raised an alarm upon finding an ISIL fighter skinned in As-Sihhah District.
- » **0148 25 MAR 2016:** An ISIL fighter was found skinned in An-Nabi Yunus District. The fighter who discovered the body was unable to give a statement.
- » **0641 25 MAR 2016:** An ISIL fighter was found alive but catatonic in Al-Bath District.
- » **0800 25 MAR 2016:** City-wide patrols after curfew were doubled. No ISIL fighters were allowed to move about after curfew in groups of fewer than four.
- » **0832 25 MAR 2016:** Seven members of the Ramal family were found flayed alive in their house in the Muthanna neighborhood. Two sons could not be located despite a search of the neighborhood.
- » **0319 26 MAR 2016:** An ISIL fighter was found skinned in Al-Nuhminiya District. The other three members of his patrol were missing.
- » **0907 26 MAR 2016:** The Halim family was found skinned in their home in Al-Masarif District with six dead. One son was missing.
- » **2032 26 MAR 2016 to 0319 27 MAR 2016:** Eight ISIL fighters were found skinned in the streets of Al-Baladiyat District. Three others escaped with injuries and were transported to Al-Khansa Hospital. Two others were missing.
- » **2101 27 MAR 2016 to 0439 28 MAR 2016:** Seven ISIL fighters were found skinned on the campus of Mosul University. Two vanished. Two were injured and were transported to Al-Khansa Hospital.
- » **0919 29 MAR 2016:** Eight members of the Nasser family were found flayed in their home in Al-Wasser District. The eldest son was missing.
- » **1856 30 MAR 2016:** An intense firefight took place east of As-Sina'iya District, in the demolished ruins of Nineveh. Police and military units were ordered out of the area by the head of Amn al-Dawla (ISIL counterintelligence) in Mosul, Ahmed al-Jabiri.

No pertinent incidents have been reported as of 1 APR 2016.

No pertinent incidents have been reported outside Mosul.





#### AL-FATAH, OPERATION CONQUEST

The Iraqi Army and the Kurdish Peshmerga forces launched Al-Fatah, or Operation CONQUEST, on 24 MAR 2016. The resulting surge in radio traffic made it more difficult to monitor ISIL communications.

Operation CONQUEST intends to position allied forces to encircle Mosul and test the city's defenses for full assault. Allied forces include 36,000 troops, including 200 U.S. Marines and 500 military advisors, supported by U.S. airstrikes. Intelligence reports estimate that ISIL is defending Mosul and its suburbs with between 12,000 and 20,000 combatants.

Fighting is currently confined to areas to the south and east of Mosul. The situation is extremely fluid and IS forces in the region are on high alert.



# Answers from an Outlaw

Col. Gwin does his best to fill in the gaps in the briefing, but if he is questioned about how the video came into the Program's hands, he scowls and says that's the next part of the briefing.

He collects all phones and other recording devices. Then he leads the team to the base stockade, where service members accused of crimes are detained by military police. Through an interrogation room's two-way mirror, they see a 65-year-old, bearded white man, well tanned with white hair, dressed in civilian cargo pants and a t-shirt. The man is handcuffed to a table. All he does is sing Three Dog Night songs.

Gwin brings the team in to meet the man he introduces as "Sloan."

## The Real Delta Green

Gwin does not tell Sloan the Agents' names. He cuts off anyone who offers even a code name to the handcuffed man. Sloan sizes up the team before speaking to them, giving the impression that he's assessing whether they are worth his time.

Sloan begins: "So? You all are the cast for this Night at the Opera?" If they don't know what he means, he turns to Gwin and says, "You Program people have gotten deadly dull since 9/11."

If asked who he is, Sloan says he is with Delta Green. "The *real* Delta Green."

Gwin insists that Sloan brief the team and stay on topic. He doesn't want to drag "politics" into this.

"Fine," says Sloan. "I've got some intel that might just keep you alive when you come up against it."

## Contact With Rassam

Sloan says Rassam was a World War II Delta Green asset who dropped off the board "back in Seventy when Delta Green got disbanded." Gwin snaps at Sloan to stick to the point and tells the Agents to disregard that as it's not relevant to their mission.

Sloan knows Rassam reached out to Delta Green recently to try to get the Throne of Blood, the caged amphora, out of Iraq. Sloan and a partner organized a pickup at Rassam's place. ISIL struck first. The house and the vault became a blood bath.

Sloan and his partner weren't sure how much time they had before jihadis turned up or the thing from the amphora came back. "We took the digital camera. And we took the stopper from the amphora, for obvious reasons."

If no one indicates that they are aware of the "obvious reasons," Sloan asks Gwin if he's shown them the Elder Sign. He grows angry hearing that the Agents don't know about it. "That seems pretty fucking mission critical, doesn't it?"

Gwin warns the Agents that what he's about to show them is among the most restricted and compartmentalized information held by the Program.

## The Elder Sign

Gwin uses his radio to call for someone to "bring it to the interrogation room." Two armed Marine MPs appear, escorting a woman wearing plain clothes under body armor. She has a reinforced, lead-lined aluminum briefcase handcuffed to her wrist. Gwin unlocks the case from her wrist and dismisses her and the Marines.



Gwin tells the Agents the code to unlock the case. He tells them not to write it down but to get it right. The case has a charge of thermite to destroy “the item” if opened without the code.

Inside the case is the bronze stopper for the amphora from the video. On the interior surface is a strange symbol that seems to draw the eye like a hypnotic pattern.

Gwin says, “That glyph is a two-dimensional representation of a higher-dimension mathematical construct. Our experience has demonstrated that it can damage or repel certain inhuman intelligences. This formula also disrupts manipulations of time-space. It can make sure things that are Outside...all this...stay that way. Other versions may exist. They are potent, but only if deployed properly.”

Gwin tries to explain that certain modes of mathematics that deal with higher dimensions have demonstrable effects here in our four dimensions of time and space. But that the effect of these formulas are just as toxic to the operator as they are to the target. “Hypergeometry can bypass physics, but there’s a price. One we don’t pay unless we’re out of options.”

Sloan says, “‘Hypergeometry?’ It’s magic. The real stuff. We called it an Elder Sign. It makes an excellent bar for a door but a piss-poor flak jacket.”

Both think the sign on the stopper was the reason that whatever came out of the amphora could not escape.

## The Father of War

Sloan explains that *his* Delta Green lacks the resources to scour Iraq looking for “whatever got out of Pandora’s Box.” So they made the decision to come to the Program. “Maybe we can get some value for our black budget tax dollars.”

Sloan says that whatever came out of the Throne of Blood is too dangerous for the rival groups to “get into a dick-measuring contest.” He and his people don’t care who puts it down as long as it gets put down.

Asked about the Throne of Blood, Sloan says that’s what Rassam called it. Sloan knows what Rassam knew about the “occupant,” which admittedly isn’t much. But he tells them what he can.

Rassam called the imprisoned entity the “Father of War,” in Arabic *Abu Harb*. It had something to do with a warning carved on the amphora. Where the amphora is now, Sloan doesn’t know. It was too heavy to move.

Rassam said that he could “feel” the occupant of the amphora. “He said that it’s worse for people who have not been touched by Those Outside. They get horrible nightmares. Maybe that’s a side effect of it pressing against the walls of its prison. I don’t know.”

Sloan says Rassam has been researching the Father of War for decades, collecting Assyrian tablets from a series or volume called *Winds Unknown to Adad*. What Rassam had was incomplete. But it did





suggest that the Father of War might be vulnerable to sunlight. Even bright moonlight might slow it down. But Rassam wasn't sure. He never dared just open the amphora under a noon sun.

Sloan says the Father of War must be vulnerable to hypergeometry. That's how it was trapped in the amphora, after all. There may be some clue as to what kind of hypergeometry harms it if the Agents can recover the amphora. And Rassam hinted he was trying to piece together some technique to get rid of it forever. But Sloan agrees with Gwin about the risk. "This hypergeometry shit will melt your brain if you try and make sense of it."

### What Comes Next

Demands for Sloan's real identity elicit a shrug. "Gwin and his betters don't much want you to find me later for a more private chat. But they vouch for me, don't you, Colonel?" Gwin confirms that Sloan is a reliable source and says that the Agents know what they need to about him.

Sloan adds: "This is my retirement party. I'm burned. Delta Green, the real Delta Green, won't use me again. Not after exposing me to you Program pukes. Hell, I volunteered for this detail so I could get

off the rotation permanently. I'm done with this shit, for now and forever. Baton officially passed. So you all go and put this thing down. I'll go find someplace to drink myself to death. Deal?"

A successful **HUMINT** roll gives the Agents the impression that Sloan is not lying to them, and is not holding back anything critical to this mission. And that he's not going to run his mouth about the Out-laws, the "real" Delta Green.

He doesn't want to die, but threats of violence do not impress him. He says: "We just did you a solid. You pukes ever share intel with us? C'mon. I went home and I was fine. Then A-Cell said come back and deal with you. They have torched every way I had of contacting them. Beating my contact protocols out of me won't get you any closer to them. A-Cell knows everything I've told you. So putting two in my head won't compartmentalize this information any further. So long as you all don't tell me anything I shouldn't know, there's no point in killing me. Right?"

Behind the scenes, the Program's people have JSOC hold Sloan in the *Panzer Kaserne* base stockade until the Agents' mission is over, one way or the other. After that, the Marines kick Sloan off the base. His career with Delta Green is over. Lucky bastard.





## Good Luck, Good Hunting

Back in the briefing room, Col. Gwin hands the briefcase to the Agents and watches while one of them cuffs it to their wrist and another puts the keychain around their neck. “This item is irreplaceable, but we’re going to need you to carry it into the theatre. There’s no telling when or how quickly it might need to be deployed.”

Gwin presents the Agents with a second aluminum briefcase. It contains the Program’s slim data on the Rassam incident, including the digital video on non-transferable thumb drives, contact information for U.S. and allied intelligence services in the region, and \$112,000 in shrink-wrapped stacks of \$100 bills, all dated 2002 or earlier. Gwin says the money is for “bribes and anything else that shouldn’t go on a requisition form.” He says he expects the Agents know better than to steal it. “As for the rest,” he continues, “requisition what you need through JSOC. We have a lot of leeway seeing that your official mission is hunting ISIL big-wigs.”

Gwin says a transport is waiting to take them to Kirkuk Airport, where the Air Force has a logistical hub to support Operation CONQUEST. “You’ll be up to your armpits in Kurdish Peshmerga, Air Force, and

JSOC operators. Under no circumstances can any of them know the details of your mission. There’s no telling how much Iranian penetration there is of our allies over there, but just presume that if you’re talking to the Iraqi army or any of those Shia militias, you’re talking to Iran.

“Remember, you are the team assigned to solve this problem. There isn’t some other team at some other base working on this. You are it. Now good luck and good hunting.”

With that, Col. Gwin salutes them out of the room.

Next stop: Iraq.

## “Sloan”

*Delta Green outlaw ready to retire, age 65*

**STR 9 CON 10 DEX 9 INT 14 POW 13 CHA 13**

**HP 10 WP 13 SAN 42 BREAKING POINT 39**

**MOTIVATIONS AND DISORDERS:** Depression. Adapted to violence.

**SKILLS:** Alertness 73%, Athletics 58%, Computer Science 37%, Drive 59%, Firearms 71%, First Aid 61%, Foreign Language (Arabic) 44%, Foreign Language (Turkish) 45%, HUMINT 68%, Melee Weapons 57%, Persuade 60%, Search 72%, Stealth 54%, Swim 60%, Unarmed Combat 67%, Unnatural 12%.

**ATTACKS:** Unarmed 67%, 1d4-1.





**// Part 3:  
The Evil of the Whisperer //**

"The prisoner survived, utterly insane,  
ceaselessly thanking Allah's terrible angel."







# Part 3:

## The Evil of the Whisperer

Mid-morning on 2 APR 2016, the Agents land at the airport outside Kirkuk, a city controlled by the Kurdish Peshmerga. Kurdish forces rush to and fro, unloading and refueling aircraft as part of the logistic lifeline that supports Operation CONQUEST. The Agents are challenged for identification multiple times. Their documents hold up, but roll the dice anyway just to make the players sweat.

There are fewer than six thousand U.S. military personnel in Iraq. Only a couple hundred mechanics, technicians, pilots, special forces, guards, and intelligence officers occupy the American trailers at Kirkuk. Rumors about the Agents soon match their cover story: that they are a CIA or JSOC team here to eliminate a high-value ISIL target. People stay out of their way.

### Command Post

The Agents have a mobile office trailer in the section of the airport assigned to USAF logistical personnel. It has desks, cheap office chairs, a conference table, a sand table, a file cabinet, four encrypted satellite

phones, two whiteboards, two corkboards, a printer, and a heavy case of paper and office supplies. A door leads to the back half of the trailer, a sleeping area with cots and a tiny bathroom. The trailer's windows have blinds. An air conditioner is mounted on the roof.

The office trailer has thin walls and the air conditioning runs unevenly. Thick power and communications cables run to hubs outside. All communications are encrypted as heavily as the CIA and NSA can manage. But tell players whose Agents ought to be particularly security-minded or who have any **SIGINT** skill that the trailer is not hardened at all against eavesdropping. This is no SCIF. They have to take their own precautions to prevent surveillance or intrusion.

It is from these humble quarters that the Agents begin to get a picture of the situation behind enemy lines in Mosul.

### Agent Equipment

Gwin already supplied the Agents with \$112,000 cash, enough for three **Extreme** expenses. At the command post, they find he also obtained initial equipment to

## IN THE FIELD

### Slow Burn or Sudden Flash?

"The Evil of the Whisperer" is about tradecraft. It is about intelligence-gathering and espionage, in all their uncertainty and risk and frustration. It is written to be a long, cautious campaign of its own, drawing suspense from the rising and falling risks of exposure and betrayal. The Agents must develop useful contacts and sift reports and sources for misinformation. At all costs, they must avoid getting caught using official resources for Delta Green's work. The slow burn of preparing to confront the Father of War can be thrilling for gamers who enjoy the suspense and catastrophic stakes of spycraft. But the Handler has tremendous latitude. If your players want to cut straight to the unnatural, provide critical details much more swiftly. Present discoveries two or three at a time. Confront them with a few key crises before the Agents head to Mosul in Part 4.



## &gt;&gt;Gear at Kirkuk

| Agent Skill  | Starting Gear                                |
|--------------|----------------------------------------------|
| 29% or lower | none                                         |
| 30% to 49%   | ▲▲ one Incidental item and one Standard item |
| 50% to 69%   | ▲▲ as above plus one Unusual item            |

## &gt;&gt;Sample Gear

| Equipment Type             | Agent's Handbook Page                                                      | Relevant Skills                                                                         |
|----------------------------|----------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|
| Bureaucratic               | 100 (COMMUNICATIONS AND COMPUTERS)                                         | Accounting, Bureaucracy, Criminology, Foreign Language, Law, Military Science, Persuade |
| Field Equipment & Vehicles | 98 (VEHICLES)<br>101 (LIGHTING AND VISION)<br>101 (EMERGENCY AND SURVIVAL) | Drive, Navigate, Pilot, Ride, Survival, Swim                                            |
| Medical                    | 101 (EMERGENCY AND SURVIVAL)                                               | First Aid, Medicine, Pharmacy, Psychotherapy, Surgery                                   |
| Research                   | 100 (RESEARCH)                                                             | Anthropology, Archeology, Foreign Language, History, Occult                             |

suit the Agents' skills. The Agents can obtain whatever else they need through the usual requisition rules.

We break the most likely equipment down by function: bureaucratic equipment, field equipment and vehicles, medical equipment, research equipment, tactical equipment, technical equipment, and tradecraft equipment. For each category there is a list of equipment available, where it can be found in the *Agent's Handbook*, and the skills that an Agent needs for their case officer to have thought to obtain it.

For each skill, the Agent gets the items listed in the **GEAR AT KIRKUK** table. The higher the Agent's skill, the more gear they get.

## Covers and Legends

Col. Gwin and his contacts in the Program have worked with the CIA and the Pentagon's Operational Planning and Travel Intelligence Center, which provides "signature reduction" services for the Defense Intelligence Agency, to generate cover identities for the Agents. The Handler and players should invent the names and backgrounds of two alter egos for each Agent:

- » A low-level foreign service officer from the U.S. embassy in Baghdad, focusing on some particular field of interest to the United States: immigration, infrastructure, the energy industry, and so on. Most people they work with will assume that means they work for the CIA but will know better than to say so.
- » A civilian consultant working under contract with the Department of State or the Department of Defense, either an academic or a scientist. A civilian cover need not match the Agent's actual background or skills. Gwin warns the Agent to avoid conversations where they have to prove knowledge they don't have.

The false names have Social Security Numbers, appear on Department of State or Department of Defense rosters as employees or contractors, have cursory presences on social media, and even have tax filings with the IRS. They have been flagged in Department of Homeland Security databases to prevent interference at the U.S. border. They have no families at their home addresses, of course, so the false IDs can only go so far. Gwin warns that serious investigation of an Agent using one of these covers is likely to reveal the identity as false and give the Agent a great deal more to explain.



## ISIL Identities

The Agents' case officer says that the Program is preparing cover identities for them to use in Mosul. On 3 MAY 2016, he delivers the best identity papers the CIA can produce for them to pose as officials of ISIL in Mosul. Each Agent has papers supporting multiple identities, each under a single name. These include:

- » A citizen of the Islamic State residing in Mosul.
- » An inspector from Al-Hisbah, ISIL's morality and religious police, or from the all-female Al-Khansaa Brigade.
- » An officer of Amn al-Dakhili, a unit of the secret service responsible for maintaining law and order. (Males only.)
- » An officer of Amn al-Askari, a unit of the secret service in charge of reconnaissance and special operations, assigned from Raqqa to Mosul. (Males only.)
- » An officer of Amn al-Dawla, a counterintelligence service in charge of finding traitors and spies, assigned from Raqqa to Mosul. (Males only.)

- » An officer of Amn al-Kharji, the department of secret operations conducted outside the caliphate, assigned to operations command in Raqqa. (Males only.)

Amn al-Dakhili, Amn al-Askari, Amn al-Dawla, and Amn al-Kharji are all parts of the Emni (a transliteration of "Amn," meaning trust or security), the ISIL secret service established by former intelligence officials from the Hussein regime. Membership in any part of the Emni is a prize. It requires high status and confers higher status. Members are tested in other assignments before being promoted to the Emni.

The civilian ID, Al-Hisbah ID, and Amn al-Dakhili ID are local to Mosul. Amn al-Askari ID, Amn al-Dawla ID, and Amn al-Kharji ID are made out as officials from outside of Mosul, in order to avoid encountering individuals who are familiar with the Mosul staff of these internal security apparati.

Each documents uses different names and different background. The Agents have to memorize them all before setting out. If an Agent is challenged on details of an ID and has not prepared recently, an INTx5 test may be necessary to avoid flubbing the details.

## >>Sample False ISIL Identities

| Male 1                | Male 2                 | Male 3           | Male 4                | Female 1             | Female 2          |
|-----------------------|------------------------|------------------|-----------------------|----------------------|-------------------|
| Tameem el-Sayed       | Jalaal el-Salek        | Hamad el-Taha    | Shaakir al-Azad       | Thaabita al-Hammad   | Rumaana al-Popal  |
| Abdul Haadi al-Samaan | Sabaah el-Mohammed     | Basheer al-Abbas | Shaqeeq el-Kader      | Thaamira el-Siddiqui | Sitaara al-Saleh  |
| Azmi al-Siddiqi       | Jawaad el-Gaber        | Jalaal el-Laham  | Abdul Haadi al-Haidar | Sundus el-Burki      | Fuaada el-Emami   |
| Sharaf el-Soltani     | Abdul Jaleel al-Azad   | Hamad el-Darwish | Jafar al-Mirza        | Aishia el-Sumer      | Khaalida el-Amini |
| Naadir al-Matar       | Abdul Kareem al-Yousuf | Murshid el-Amer  | Unais el-Demian       | Ghuzaila el-Tariq    | Shameema el-Rayes |
| Maa'iz al-Sader       | Hamdaan al-Maroun      | Mahboob al-Farid | Mahmood al-Guler      | Amal al-Baccus       | Nawaal al-Bashara |



الهواية الرسمية

584967582010-2



**Name:** \_\_\_\_\_

Resident of Mosul

الهواية الرسمية

586725826715-9



**Amn al-Askari:**  
*reconnaissance and special operations*

**Name:** \_\_\_\_\_

Based in Raqqa  
*Part of the elite Emni (from "Amn," meaning trust or security), the ISIL secret service*

الهواية الرسمية

559831248525-4



**Al-Hisbah:** *morality and religious police*

**Name:** \_\_\_\_\_

Based in Mosul

الهواية الرسمية

112895872568-2



**Amn al-Dawla:**  
*finding traitors and spies*

**Name:** \_\_\_\_\_

Based in Raqqa  
*Part of the elite Emni (from "Amn," meaning trust or security), the ISIL secret service*

الهواية الرسمية

24589548214-2



**Al-Khansaa Brigade:**  
*enforcing correct behavior among women*

**Name:** \_\_\_\_\_

Based in Mosul

الهواية الرسمية

25798369412-3



**Amn al-Kharji:** *secret operations conducted outside the Caliphate*

**Name:** \_\_\_\_\_

Based in Raqqa  
*Part of the elite Emni (from "Amn," meaning trust or security), the ISIL secret service*

الهواية الرسمية

147598359215-8



**Amn al-Dakhili:**  
*maintaining law and order*

**Name:** \_\_\_\_\_

Based in Raqqa  
*Part of the elite Emni (from "Amn," meaning trust or security), the ISIL secret service*



Col. Gwin warns the Agents not to rely too much on their cover identities. Any amount of digging will reveal them to be false. The number of Amn al-Dawla agents in Mosul is especially small and closely knit. *If you are operating in Mosul, they might wonder, why didn't you check in with the local office so that we would know you were here and what you were working on?* Claiming to be investigating internal corruption or looking for spies adds +10% to a **HUMINT** or **Persuade** test. But if a call is made back to Raqqa to check the Agent's status, the deception is revealed.

## Operational Intelligence

The Father of War waits in Mosul, feeding, growing. The Agents must learn where they can find it, how they can confront it, how they can keep it secret, and how they can survive. To Delta Green, that is the correct order of their priorities.

The Agents must rally intelligence assets from multiple nations. This is not a task that can be accomplished by tearing around Iraq, strong-arming witnesses and kicking in doors. This Night at the Opera needs to be a carefully marshaled and planned intelligence operation. Give the players the handouts on pages 78–87.

The Agents have a great deal of intelligence to gather and a bewildering range of resources at their disposal. See **BLACKER THAN BLACK** on page 164 for the rules that cover those efforts and the blowback that might come their way when things go wrong.

Use this extensive material to help your players navigate this process and to keep it suspenseful. The investigation is meant to be an open sandbox, with the Agents picking and choosing which leads to follow and for how far. They have a lot of options. Figuring out which leads are dead ends and which ones open doors is difficult and time-consuming. The rules in this section explore that process. It is up to the Handler to fill in details along the way.

Many efforts might be quickly summarized. Describe a montage of phone calls, arguments, threats,

and frustrating meetings. Some efforts may warrant close attention, especially when the Agents have to get their hands dirty to get critical information. Make them think about what it takes to trail a target that they want to blackmail into becoming an asset.

Instill a sense of urgency and suspense as the Agents pursue leads day by day and week by week, and as the risk of blowback continually mounts. Always show consequences.

### Allies and Adversaries

“The enemy of my enemy is my friend.” This ancient proverb certainly defines the current state of affairs in Middle Eastern politics and warfare. In a chaotic environment where revolutionary nonstate actors have never been stronger, there are plenty of opportunities for governments to cooperate with erstwhile enemies. Israel works with Egypt to crush jihadis in the Sinai Desert. Israel can then find themselves supporting Sunni jihadis against Hezbollah in Lebanon and Syria. NATO member Turkey can shoot down Russian airplanes one week, then turn around and attack U.S. Kurdish allies the next, only to buy Russian air-defense systems a year later. Saudi Arabia, an American ally, supports Sunni jihadis at the expense of Russia's ally Syria and America's ally Iraq as part of an ongoing cold war with revolutionary Iran. The U.S. works with Kurds in Syria to destabilize Syria and with Kurds in Iraq to maintain the status quo. It hopes that none of that destabilizes America's NATO partner, Turkey. Until the U.S. abandons the Kurds, of course.

The situation is, as they say, “always fluid.”

It is possible to make strange bedfellows in this environment. There may be extreme sectarian differences between the various actors, but often the situation is not Sunni against Shia or Jew against Muslim, but rather against maintaining the established power structure or destroying it. When the interests of two enemies align, this does not make them allies in anything but the most fleeting sense of the word.

There is a lot of talk inside intelligence services about “remembering who the real enemy is.” That definition can change with dizzying speed.



## A Tangled Web

The Agents could quickly find themselves creating tangled webs of influence peddling and back-scratching as they work with the various groups in the Mosul theater of war. Encourage this. It demonstrates the confusion around and fluid nature of alliances in the Middle East. The Agents may have to get dirty. They might gain access to a restricted intelligence file on Turkey, for example, which they can trade to the Kurds to be put in touch with an Israeli who is willing to sell them access to a bent Syrian who, for the price of a U.S. passport, will introduce them to a colleague who can sell the Agents an artillery shell loaded with sarin gas to use to wipe out the Sons of War.

When the Agents go to Mosul, they need a safehouse to operate from. This requires the Agents to borrow an asset from an intelligence agency or to gain the cooperation of one of the "Mosul Liberation Battalions" or Mosul Battalions that make up the armed resistance in the city. If Iraq's IIS has the best access to a safe house, the Agents might use their skills to get IIS access to new CIA surveillance gear.

Or maybe the Agents can make sure that a case of night-vision goggles bound for the Iraqi Shiite militias in the south gets rerouted to the Peshmerga in the north so they can arrange for a car-bomb to distract ISIL forces in Mosul at a critical moment.

Any of this could ruin the Agents' careers and see them prosecuted for fraud, theft, or espionage. If the Agents get caught trading U.S. intelligence on Israel to the Iranian Quds Force, it had better be worth it to the success of Operation BONE BOX.

## Sources and Methods

There are many intelligence agencies at work in Nineveh Province, northern Iraq. Some of them have assets and intel useful to the Agents' mission. Some require finessing to convince them to give up their secrets or risk their assets.

The agencies that may be most effective when it comes to operating inside ISIL territory are the riskiest to contact. Services listed as "Restricted" are not accessible at all except through unofficial back channels or espionage.

Some agencies are better at collecting intelligence from human sources. Some are better with technical sources like signals intelligence and geo-spatial intelligence.

The Agents may need to arrange meetings on neutral ground. Amman, the capital of neighboring Jordan, is the best and closest option. A lot of work is done in the discos, tea-houses, and coffee shops of Amman.

## Contacts

Find details on a representative officer from each agency under **CHARACTERS** on page 126. Use those characters as the Agents' contacts. Use their details to describe meetings, negotiations, and growing risks of exposure. Should that relationship be compromised or that contact burned, introduce a new officer of the service being approached, with a new name and a rank of some responsibility: probably a major, lieutenant colonel, or colonel.





## American Intelligence Community

The resources of the CIA, NSA, DIA, NRO, JSOC, and other well-funded American agencies are available to the Agents thanks to the Program's pull; however, the Program's influence is not infinite.

U.S. agencies have unparalleled SIGINT and air-to-ground attack assets. These strengths can be valuable in unofficial horse-trading, swapping U.S. strengths for intelligence or actions the U.S. cannot provide. "You want that file? First there's a target I'd like bombed." Then there's the money. Iraq and Syria are awash in CIA and Department of Defense black-budget dollars that fund all kinds of harebrained schemes and Hail Mary plays.

The greatest weakness of the U.S. intelligence community in Iraq is their limited human intelligence in the theater. They often rely on allies like Israel, Iraq, and the Peshmerga for that. However, the sort of intel these allies pass to the U.S. tends to be what they want the Americans to know, rather than what the Americans actually need to know. If the Agents need an intelligence asset to get information from inside Mosul, it would be better to go directly to a service native to the region.

If the Agents need a transcript translated into English from every cell phone call in Mosul at a certain time and a certain date, then they'd better call the NSA. If they need satellite photos of a house, call the NRO. If they want a drone strike or a human source of dubious quality, call the CIA.



| AGENT ACCESS |                    |                        |                               |                 |
|--------------|--------------------|------------------------|-------------------------------|-----------------|
| SERVICE      | HUMAN INTELLIGENCE | TECHNICAL INTELLIGENCE | MILITARY ACTION EFFECTIVENESS | REQUEST PROFILE |
| U.S.         | Low                | High                   | High                          | High            |

### NOTES:

Irene Hovhannisyan  
Asst. Dep. Dir., Middle Eastern Operations  
Al-Udeid Air Base, Qatar





## Quds Force

### Islamic Republic of Iran

**RESTRICTED ACCESS:** *The Agents cannot make an ordinary intelligence request. They must first obtain access through bribery, blackmail, or offering a favor. In other words, espionage.*



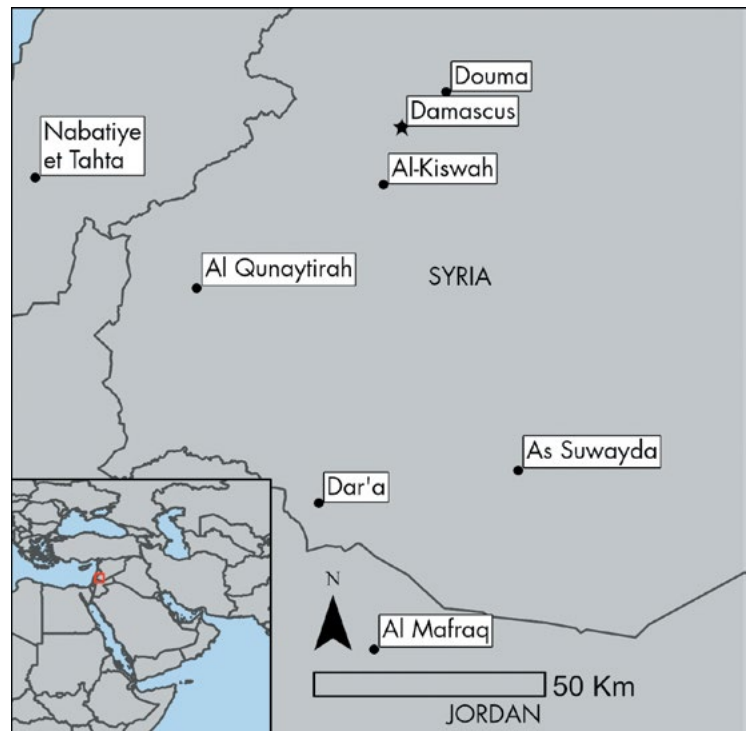
The Quds Force is the foreign operations arm of the Islamic Revolutionary Guard. Its mission is the liberation of all Muslim land. The name comes from the Arabic name for Jerusalem, *Al-Quds*. The name is literally the Jerusalem Force, which should make clear their definition of “Muslim land.” The Quds Force is ruthless and professional. It is less susceptible to outside corruption than some services, due the Revolutionary Guard’s infiltration of the Iranian economy at just about every level.

The Islamic Revolutionary Guard sees itself as a state within a state. It operates with no oversight by the revolutionary government of Iran. That near impunity means the Quds Force might be willing to do some horse-trading if the deal is sweet—especially if they can get intel on Israel.

| AGENT ACCESS |                    |                        |                               |                 |
|--------------|--------------------|------------------------|-------------------------------|-----------------|
| SERVICE      | HUMAN INTELLIGENCE | TECHNICAL INTELLIGENCE | MILITARY ACTION EFFECTIVENESS | REQUEST PROFILE |
| Quds         | High               | Low                    | Medium                        | Low             |

#### NOTES:

Brigadier Gen. Reza Aslani  
Iranian Revolutionary Guards  
Quds Force liaison to Syrian Arab Army  
Al-Kiswah, Syria





## Iraqi Intelligence Service (IIS)

### *Jihaz al-Mukhabarat al-Amma*, Republic of Iraq

The Iraqi Intelligence Service is quite competent in its efforts against ISIL. The Iraqis have cooperated with the Iranian Quds Force on matters pertaining to the elimination of ISIL as far back as 2014's Second Battle of Tikrit. That makes the IIS a point of contact between JSOC and the Iranian Quds Force.

The greatest weakness of the IIS is that for years it favored Shia recruits and Sunni targets. Few Sunni are now willing to work with IIS. In order to infiltrate ISIL territory on long-term missions, Shiite agents must be trained to pass for Sunni Muslims. Beyond that, obtaining cooperation with Sunnis in Mosul is sometimes difficult. There is a great deal of resentment about the way the Baghdad government abandoned the city to ISIL in 2014.

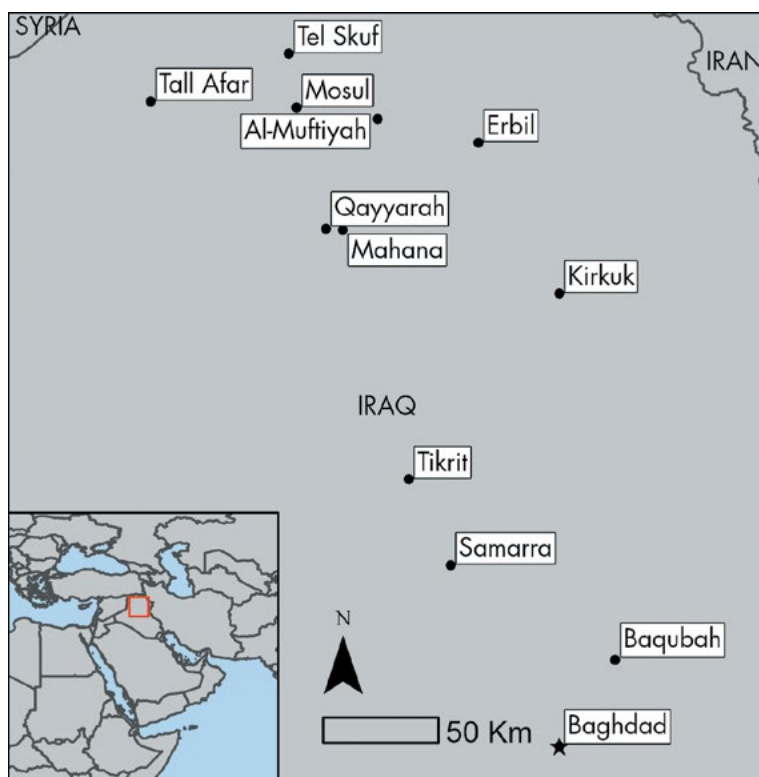
The IIS needs American technology more than American intelligence sources. An IIS source is likely to respond well to an offer of SIGINT equipment with requisition value equivalent to the difficulty of the task the Agents want performed.



| AGENT ACCESS |                    |                        |                               |                 |
|--------------|--------------------|------------------------|-------------------------------|-----------------|
| SERVICE      | HUMAN INTELLIGENCE | TECHNICAL INTELLIGENCE | MILITARY ACTION EFFECTIVENESS | REQUEST PROFILE |
| IIS          | Low                | Low                    | Low                           | Medium          |

#### NOTES:

Col. Usama Alwan  
Asst. Director for Counter-Intelligence  
Kirkuk





## Iraqi Special Operations Forces (ISOF)

### *Qaat al-Eamaliaat al-Khasat al-Eiraqia, Republic of Iraq*

The Iraqi Special Operations Forces (ISOF) are part of the Jihaz Mukafahat al-Irhab, the Counter-Terrorism Service (CTS), created by the U.S. in 2003. Funded by Iraq's Ministry of Defence, ISOF was at first trained, equipped, and advised by American special forces. ISOF has a reputation as Iraq's best military force despite opposition in the Iraqi parliament and bureaucratic rivalry with other services. Its personnel are paid twice as much as ordinary soldiers.

Since the official U.S. withdrawal from Iraq in 2011, support for CTS and ISOF has shifted from the U.S. military to much scarcer support by the CIA. ISOF personnel crossed Iraq's ethnic and sectarian lines with relatively little friction at first, but Shia favoritism grew under Prime Minister Nouri al-Maliki. It came to focus most of its attention on Sunni targets: Al-Qaeda in Iraq, Ba'athists, and ISIL. And it abandoned the American protective counterterrorism doctrine for sweeping attacks in favor of preemptively rounding up mostly Sunni suspects.

Critics accuse CTS of having become the prime minister's private army, held close to defend against coups and arrest rivals under the guise of counterterrorism, and of operating secret prisons to torture detainees. CTS in recent years has seen the prime minister's political favorites assigned in high positions; however, when Prime Minister Maliki first refused to leave office in 2014, and then stepped down, the CTS made no moves to keep him in power.

The Counter-Terrorism Service uses its own intelligence sources independent of other Iraqi agencies, relying almost entirely on human intelligence networks throughout Iraq. In November 2014, Abu Bakr al-Baghdadi, ISIL's emir, ordered ISIL to stop accepting Iraqi volunteers because of CTS's success at infiltrating the organization.

CTS forces maintained cohesion and effectiveness in the ISIL invasion. The 1st ISOF Brigade, the so-called Golden Division, took heavy losses in the ISIL attack on Anbar due to insufficient support from other forces' artillery and armored vehicles. But where other Iraqi special forces fled, CTS held. Its greatest successes came working in conjunction with Pesherga with support from U.S. airstrikes to capturing the Mosul Dam and many towns north of Mosul. ISOF units have suffered from attrition, lacking dedicated artillery and armored support, but its 1st Brigade still fights ISIL in Mosul.

The CTS and ISOF are heavily committed to the fight against ISIL. Securing their cooperation might require helping their under-equipped troops in that fight.

| AGENT ACCESS |                    |                        |                               |                 |
|--------------|--------------------|------------------------|-------------------------------|-----------------|
| SERVICE      | HUMAN INTELLIGENCE | TECHNICAL INTELLIGENCE | MILITARY ACTION EFFECTIVENESS | REQUEST PROFILE |
| ISOF         | High               | Low                    | Medium                        | Medium          |

#### NOTES:

Maj. Alem Jamail  
Admin. Officer, 1st Btn, 1st Special Ops Brigade  
Counter-Terrorism Service HQ  
Near Baghdad Int'l Airport



## Mossad

**Institute for Intelligence and Special Operations, *HaMossad leModi'in uleTafkidim Meyuhadim*, State of Israel**

In 2016, the Mossad is relatively generous when it comes to sharing intel with the U.S., but they jealously guard the use of their agents and assets to perform covert actions inside ISIL territory. Israel does not share the U.S.'s interest in cooperating with the Iraqi government. The Mossad only does what is in Israel's best interests, and that can sometimes mean supporting Sunni jihadis such as ISIL against regional powers like Iran and Syria.

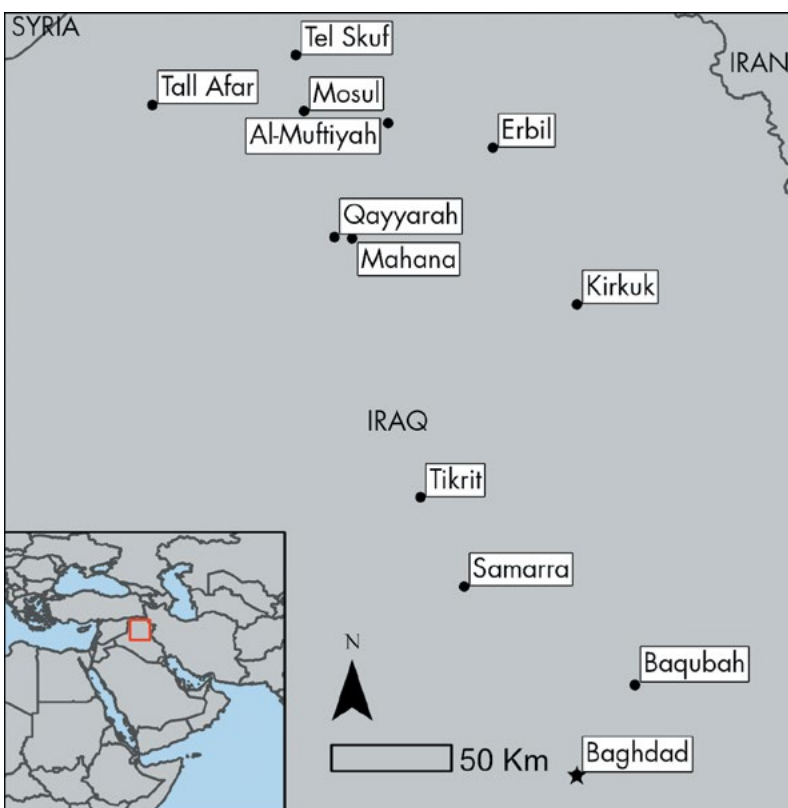
Outside of official channels, the Mossad's tradition of strong institutional loyalty means that attempts to penetrate the organization with espionage are difficult. Unofficial horse-trading can boost the likelihood of the Mossad cooperating on an action. To get the Israelis to go out on a limb for the Agents would require a basketful of useful new intel, such as material regarding Turkey, Egypt, or the Iraqi government.



| AGENT ACCESS |                    |                        |                               |                 |
|--------------|--------------------|------------------------|-------------------------------|-----------------|
| SERVICE      | HUMAN INTELLIGENCE | TECHNICAL INTELLIGENCE | MILITARY ACTION EFFECTIVENESS | REQUEST PROFILE |
| Mossad       | High               | Medium                 | Medium                        | Medium          |

### NOTES:

Uri Degan  
Intelligence collection officer  
Erbil, Iraq





## Asayish

### Security, Kurdistan Regional Government

The Kurdish government's security service is one of the most active in Mosul and Nineveh. It has built strong coalitions with Sunni Arabs, Yazidi Kurds, and Assyrian Christians. That gives it better networks of agents in and around Mosul than even the Iraqi Intelligence Service. Even so, its numbers are small and its budgets are even smaller. Consequently it packs little military punch.

As a singularly unpopular ethnicity in Turkey, Iraq, and Iran, the Kurds are short on allies. As a result, Kurdish security is on good terms with the Israelis and can help broker unofficial contacts with the Mossad.

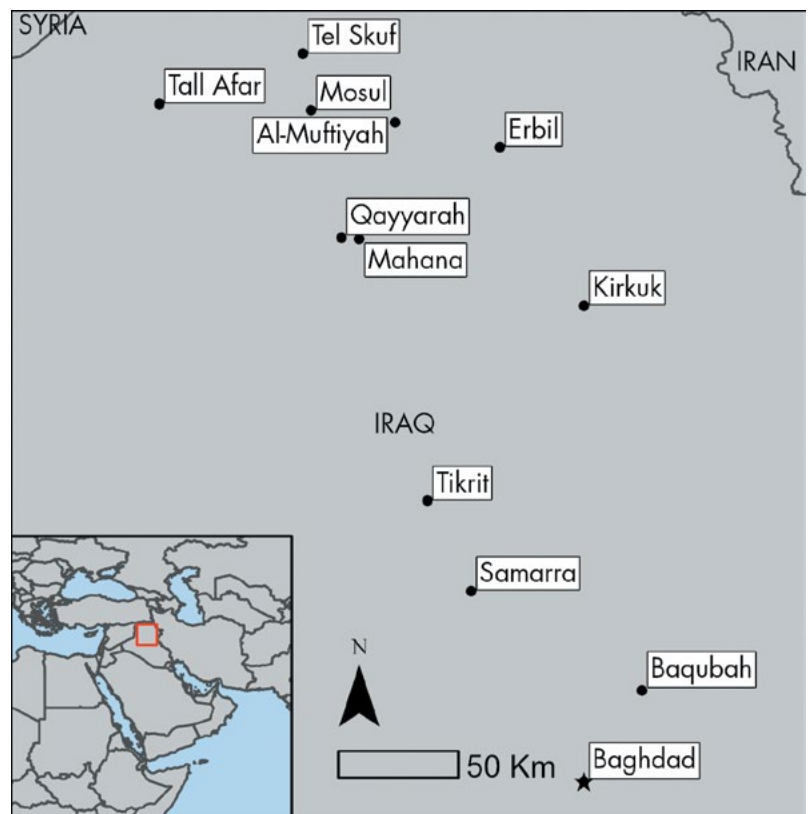
The Kurds are also short on the kind of technology the Americans work with every day. A Kurdish source is likely to respond well to an offer of SIGINT equipment with requisition value equivalent to the difficulty of the task the Agents want performed.



| AGENT ACCESS |                    |                        |                               |                 |
|--------------|--------------------|------------------------|-------------------------------|-----------------|
| SERVICE      | HUMAN INTELLIGENCE | TECHNICAL INTELLIGENCE | MILITARY ACTION EFFECTIVENESS | REQUEST PROFILE |
| Asayish      | High               | Low                    | Low                           | Low             |

#### NOTES:

Kadir Sadeghi  
Dep. Dir. for External Operations  
Erbil, Iraq





## Military Intelligence Directorate (MID)

*Shu'bat al-Mukhabarat al-'Askariyya*, Syrian Arab Republic

**RESTRICTED ACCESS:** *The Agents cannot make an ordinary intelligence request. They must obtain access through bribery, blackmail, or offering a favor. In other words, espionage.*



The Syrian Military Intelligence Directorate (MID) supports the Shia Ba'athist government of Bashar al-

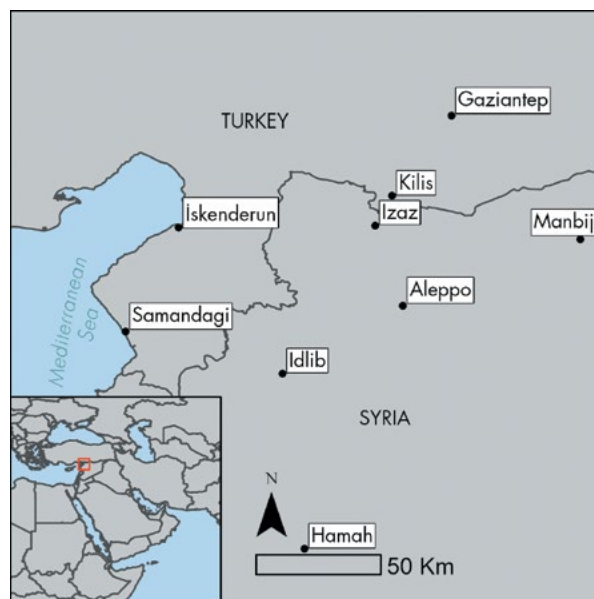
Assad in the Syrian civil war. It has demonstrated a willingness to operate with extreme and systematic brutality. To ensure loyalty to the regime, there are very few Sunnis in the Directorate. The vast majority are Alawite Muslims, a Shiite sect that makes up a minority population in Syria but that nevertheless controls politics, the military, and the economy. A few Assyrian Christians can be found among its ranks.

In 2016, the MID's two most important targets are Israel and ISIL. Like the Quds Force, MID responds well to horse-trading, intel for intel, which is illegal for the Agents. However, its officers are often susceptible to bribery. There's no telling who will survive the purges that are surely going to rock the Assad government after the Syrian civil war. A large financial incentive could provide enough security to make a Directorate officer a reliable asset. Or it could mean seeing the money and the source vanish into thin air, leaving the Agents with nothing.

| AGENT ACCESS |                    |                        |                               |                 |
|--------------|--------------------|------------------------|-------------------------------|-----------------|
| SERVICE      | HUMAN INTELLIGENCE | TECHNICAL INTELLIGENCE | MILITARY ACTION EFFECTIVENESS | REQUEST PROFILE |
| MID          | Medium             | Low                    | Low                           | Low             |

### NOTES:

Col. Ghassan al-Noury  
Dir. of political intelligence, Aleppo Governorate  
Aleppo, Syria





**MİT*****Millî İstihbarat Teşkilatı*, National Intelligence Organization, Republic of Turkey**

In the cutthroat game of Turkish politics, MİT is closely aligned with Turkish President Recep Tayyip Erdoğan. Despite Turkey being a NATO ally of the U.S., the MİT is close-fisted about sharing intel with the Agents. Most intelligence-sharing requests elicit in a response of “What’s in it for us?”

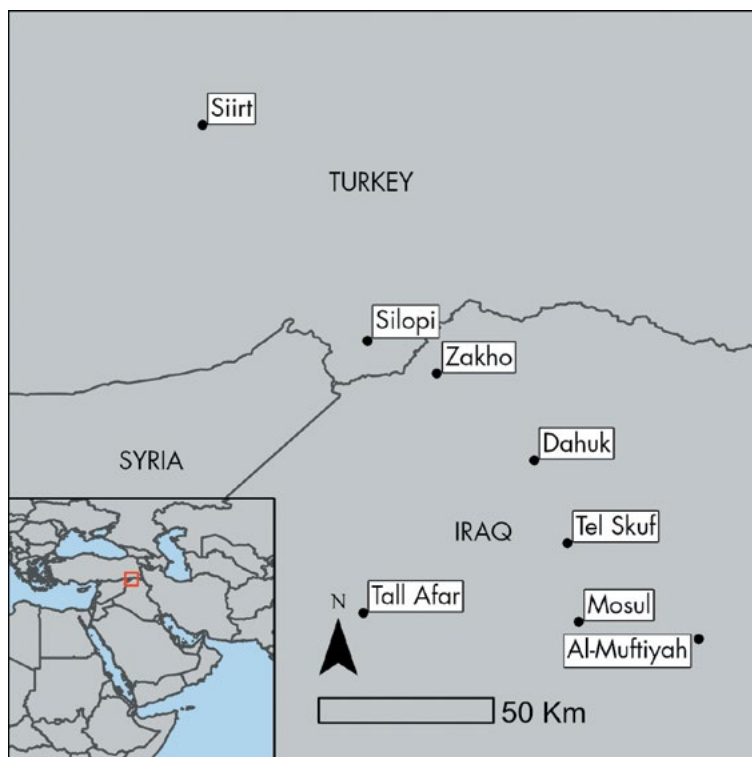
Nevertheless, the MİT has good sources on ISIL, not the least because they have been deliberately turning a blind eye to the global flow of jihadis coming through Turkey to join the Caliphate. More than once they have inserted their own agents into that flow and many are now well-positioned to keep the MİT apprised of how trustworthy their proxies are among the jihadis in Syria and Iraq.

When it comes to horse-trading intelligence with the Turks, they are always up for intelligence on the Kurdistan Regional Government.

| SERVICE | AGENT ACCESS       |                        |                               |  | REQUEST PROFILE |
|---------|--------------------|------------------------|-------------------------------|--|-----------------|
|         | HUMAN INTELLIGENCE | TECHNICAL INTELLIGENCE | MILITARY ACTION EFFECTIVENESS |  |                 |
| MİT     | Medium             | Low                    | Low                           |  | Low             |

**NOTES:**

Maj. Halit Takindor  
Counter-Terrorism officer  
Silopi, Turkey





# OPERATION BONE BOX JOURNAL

[illegible]



**OPERATION BONE BOX ACTION REPORT**

|                                        |  |                  |  |
|----------------------------------------|--|------------------|--|
| Primary Agent                          |  | Assisting Agents |  |
| Intelligence<br>or Action<br>Requested |  |                  |  |
| Source Service,<br>Name, Rank          |  |                  |  |
| Date Begun                             |  | Date Completed   |  |
| Results                                |  |                  |  |
| Complications                          |  |                  |  |

**OPERATION BONE BOX ACTION REPORT**

|                                        |  |                  |  |
|----------------------------------------|--|------------------|--|
| Primary Agent                          |  | Assisting Agents |  |
| Intelligence<br>or Action<br>Requested |  |                  |  |
| Source Service,<br>Name, Rank          |  |                  |  |
| Date Begun                             |  | Date Completed   |  |
| Results                                |  |                  |  |
| Complications                          |  |                  |  |



# HANDLER'S EYES ONLY

## INTEL COLLECTION OVERVIEW

Getting information from an intelligence service or direct action from a military service requires a **Bureaucracy** or **Military Science** roll, modified according to the attitude and expertise of the service and all the other details that emerge around the request. See **BLACKER THAN BLACK** on page 164 for the full rules.

Dealing with blowback when a request goes wrong, or getting access to a restricted service in the first place, requires riskier steps.

### INTELLIGENCE OR MILITARY ACTION

Most of the Agents' work is calling on contacts and allies. That usually requires the **Bureaucracy** or **Military Science** skill. An assisting Agent might bring more specialized skills to bear to add a bonus. *Time Required: 1D4 days for the meeting. If they make the attempt, another 1D4 days for the result.*

- » **INTEL REQUEST:** Bureaucracy roll
- » **MILITARY ACTION REQUEST:** Military Science roll

#### WHEN INTELLIGENCE FAILS

When a request delivers nothing useful, the Agents can pursue it with a different service. They can get a second chance with the same agency only by going rogue or by calling in a favor from a Bond who has access. See **FAILURE: OTHER SOURCES AND SECOND CHANCES** on page 166 for details.

#### UNWANTED ATTENTION

A particularly difficult attempt has a chance of drawing trouble, particularly in agencies where the requests have higher profile. The risk gets worse over time. See **UNWANTED ATTENTION** on page 169.

- » **Low Profile:** Any  **Extreme** request that fails
- » **Medium Profile:** Any  **Extreme** request or any  **Major** request that fails
- » **High Profile:** Any  **Extreme** or  **Major** request

#### DEALING WITH BLOWBACK

A fumbled request or task roll for intelligence collection could compromise the Agents or make their mission a disaster. They might escape trouble using the **Law** skill: See page 168 for details. Or they might want to cover their tracks by going rogue instead of taking that chance.

- » **TO COVER IT UP:** See **GOING ROGUE**
- » **U.S. SERVICE:** requires a **Law** roll to smooth it over
- » **OTHER SERVICE:** requires a **Luck** roll to escape notice; if that fails, a **Law** roll smooths it over

### RESTRICTED AGENCIES

The Agents may attempt to reach out to a restricted organization. That requires collecting human intelligence to gain access first. See **CONTACTING A RESTRICTED AGENCY** on page 170 for details.

### BREAKING THE RULES

The Agents may pursue back channels to obtain intel if official channels fail, engaging in horse-trading, blackmail, or bribery to secure cooperation. See **GOING ROGUE** page 171 for details.

- » **HORSE-TRADING:** Perform a task for another service to gain access, then roll for cooperation
- » **BLACKMAIL:** Collect human intelligence to get dirt to gain access, then roll for cooperation
- » **BRIBERY:** Spend money according to the severity of the request; if a **Luck** roll fails, the cost is one spending level higher (two levels with a fumble)

### ILLICIT FUNDING

There is always more money if the Agents don't mind a little risk.

- » **EMBEZZLEMENT:** Roll for **Accounting** to obtain illicit funds needed for bribery
- » **THIEVERY:** Roll for **Criminology** and either **Military Science**, **Accounting**, **Bureaucracy**, or **Law** to obtain materiel for bribery or horse-trading; the more successes, the better the deal; each roll takes 1D4 days



## IN THE FIELD: The Threat Gathers

As soon as the Agents obtain intelligence about unusual disappearances or events in Mosul, they start getting updates from the **TIMELINE** on page 23. Updates should come 1D4 days after the fact if their main source was an American service, or 2D4 days otherwise.

Pursuing further details of one of these events requires a  **Standard** human intelligence or technical intelligence task. Invent sources and how much the Agents can learn to suit the events of the game. Each of these events is of course an attack by the Father of War. An Agent who looks for patterns in the dates finds that the attacks occurred only at night and only during the moon's darkest phase.

### April 7

ISIL is blamed for an especially gruesome assault on an Iraqi armored platoon that was changing positions under cover of darkness near Qayyarah. Rumors say some of the crew were skinned.

**FURTHER DETAILS:** The 12 crewmen were flayed alive inside their three M-1 Abrams tanks before they could button up. The Iraqi army recovered the tanks, cleaned them, and put them back into service.

### May 6

Twenty-three members of a Shia militia unit, Kata'ib al-Imam Ali (the Battalions of Iman Ali), were found flayed alive holding defensive positions around the village of Mahana. None were burned or suffered shrapnel or concussive damage.

**FURTHER DETAILS:** The attack happened after midnight. Four survivors of the unit fled for their lives. One said a cloud of insects surrounded the unit during the attack. Another said there were no insects because there was no buzzing of insects. Two said evil jinn came from the sky and ground. Within a few hours of debriefing with superiors, all changed their reports to blame the massacre on ISIL bombs.

### June 5

In a convoy of trucks carrying Peshmerga forces by night to the town Al-Muftiyah, 46 soldiers were flayed to death. Another 33 survived but suffered horrific injuries.

**FURTHER DETAILS:** Of the survivors, 12 died in hospital. Witness statements by the other 21 varied wildly. Some said a sandstorm swept through. Others described a whirlwind of black glass or rock shards. Others swore there were improvised explosive devices loaded with nails and metal shrapnel, though none had burns or shrapnel.

### July 4

A night-flying Mi-17 helicopter from the Iraqi 15th Squadron crash-landed with a unit of the 2nd Battalion, 1st Special Operations Brigade aboard, along with an ISIL commander they had captured along the Tigris River. Only the pilots and prisoner survived. Both pilots were blinded in the crash.

**FURTHER DETAILS:** All 20 of the Iraqi commandos were flayed alive as they attempted to radio for assistance. The pilots survived, half-mad and utterly blind. They raved afterward about a cloud that appeared on radar and changed course in mid-air to intercept them, swirling shards of jagged rock. The prisoner survived, utterly insane, ceaselessly thanking Allah's terrible angel for rescuing him and saving his life.

### Time to Move

This extended investigation may take weeks, but keep it moving quickly for the players. Do not allow them time to relax or to feel like they have this situation under control. It should gradually become clear that the clock is ticking. The longer the Agents wait, the more servants the Father of War gathers and the harder the final strike will be. Every instance of blowback, every push that rubs the wrong official the wrong way, raises their profile. And there's only so far the Program can go to protect them.



## Training for Mosul

Agents planning to go into Mosul in person can spend their time preparing for the mission rather than gathering intelligence or planning black ops. An Agent can improve one of the following skills by studying with experts and analysts: **Craft (any)**, **Criminology**, **Disguise**, **Foreign Language (Arabic)**, **HUMINT**, **Navigate**, or **Persuade**.

At the end of each seven days in training, the Agent must make a roll for that skill. Failure gives them a permanent bonus of +1% with that skill and a temporary bonus of +4% while using it in Mosul during this campaign. Success gives a temporary bonus of +1D4%. There are no special results for critical success or critical failure.

If the Agent has no skill whatsoever before this training, the first week is different. The Agent must instead make a roll equal to the Agent's **INT**×5 (for comprehension) or **POW**×5 (for diligence), whichever is lowest. If that succeeds, the Agent gains a skill rating equal to the Agent's **INT** score. If it fails, the Agent gains skill equal to half their **INT**.

## Rassam's Secrets

One of the Agents' first orders is to retrieve artifacts and documents from the Rassam house. That is not easy, especially retrieving the Throne of Blood. It requires an infiltration and an exfiltration plan to get the Agents into and out of ISIL territory.

### Infiltration and Exfiltration

There are detailed options for getting into the heart of ISIL-held Mosul in "Part 4: Among Jinn and Men." See **PLANNING FOR INFILTRATION** on page 135. For now, the Agents need only get to the Rassam house, search it, and get back to Kirkuk.

The most likely option is driving. It should take only about an hour to get there and an hour to get back by Humvee or pickup truck. To speed things up, the Handler should take the lead on making this a road trip. All the other options require more planning and time and are likely to distract the players. Gwin has already obtained two Humvees that were seized from ISIL drivers. They still bear the black-and-white ISIL flag painted on the sides along with dried blood and spent machine-gun shells inside.

## The Battle of Mosul

The area around Mosul is an active war zone as the Kurdish Peshmerga and the Iraqi Army execute Operation CONQUEST as part of their plan to force ISIL out of Iraq. The Peshmerga and Iraqi armed forces are pushing ISIL out of towns and villages in Nineveh Province as they surround the city of Mosul. Airstrikes on Mosul and artillery duels in the outlying towns are a daily occurrence, as are suicide bomb attacks against the encircling forces. Coalition forces make a cautious but determined advance. ISIL attempts to draw the attackers into battles of attrition that will force the attackers to give up. Coalition artillery and airstrikes attempt to force ISIL to give up ground rather than engage in close combat.



See **BY VEHICLE** on page 139 for one important choice: whether to drive out with a friend-or-foe transponder. Having one makes friendly fire less likely but may reveal them as intruders to an ISIL listening post.

Driving in requires a **Drive** roll and a **Navigate** roll. Failing either adds 30 minutes to the expected travel time of one hour. A critical success with one roll cancels out a failure with the other. It does not reduce the drive time below one hour.

Fumbling the **Drive** roll means an accident or other misfortune as described in **BY VEHICLE** on page 139. Fumbling the **Navigate** roll adds an hour: they get turned around and disoriented as GPS gets twitchy and the Agent misreads maps.

If the drive takes longer than one hour, roll 1D12 for an encounter from the **ENCOUNTERS IN ISIL TERRITORY** section on page 140.

Follow the same process for the Agents to get back to Kirkuk.

### At the Estate

Twenty-seven ISIL regulars guard the Rassam estate, deployed by Col. Al-Jabiri. None of these men are Sons of War. Al-Jabiri has much more important duties for his cultists.

Different guards are assigned over the weeks, partially because one unit would get very bored of the place if left there the whole time, and partially because every unit needs rest and guarding the estate is light duty. No more than nine men are on guard duty at any given time. The rest are sleeping, preparing meals, or relaxing.

The nine on duty are spread out, two guarding the front gate and others patrolling the grounds of the estate. No guards are inside the vault. They have closed its doors because of the strange sounds that emerge from the bronze amphora. See **TYPICAL ISIL FIGHTER** on page 161 for the guards' details.

If the Agents search Rassam's ransacked home, they come across the personal journals and artifacts seen on the ISIL video. See **RITUALS, ARTIFACTS, AND TOMES** on page 181 for a full accounting of the rituals and information in the journals, as well as the other artifacts to be found at the estate. Depending on what the Agents recover, they could find themselves on the trail of *Winds Unknown to Adad* and its rituals for banishing the Father of War.

Handlers may wonder why Al-Jabiri, as the Father of War's new slave and priest, has not gathered all this stuff up and destroyed it. That is because Al-Jabiri is

## IN THE FIELD: Outside Help

The Agents could send someone else to the Rassam estate. Col. Gwin tells the Agents that considering the value of the journals, it would be best if they personally ensured their recovery instead of leaving it to an outside team. An NPC asset wouldn't necessarily recognize what is or is not relevant.

The Agents could also ask for an escort, a special operations team to act as guards for the drive in and out. That comes with its own risks. A larger party attracts more attention, and the Agents must not expose anyone to the unnatural who is not already part of the Program. But Gwin does not shut the idea down out of hand.

Obtaining help from outside TF01132 is covered in detail in the **BLACKER THAN BLACK** rules starting on page 164. The task *Call for a special operations squad as escort on a raid of the Rassam vault* requires a **Military Science (Land)** roll for help from a U.S. team or a **Bureaucracy** roll for help from a non-U.S. team. Either is a **Major** requisition, at a -10% penalty. Sending a team not as an escort but to perform the retrieval mission itself is instead an **Extreme** requisition, at a -20% penalty.



an involuntary recruit for the Father of War. He does not want to serve this demon but is being forced to. He knows that the demon can see and hear everything around him, but it doesn't see into his heart. If it could, it would have killed him for disloyal thoughts. Part of Al-Jabiri's mind holds out hope that someone else will find the vault and analyze its contents for a means of defeating the demon. He has therefore not informed the Father of War about the condition or disposition of the vault's contents. He does not return to the estate, lest the demon see what he sees. Nor does he speak about it lest the demon hear.

### The Throne of Blood

See details in **ARTIFACTS AND TOMES** on page 183.

### Rassam's Journals

See details in **ARTIFACTS AND TOMES** on page 183.

### Winds Unknown to Adad

Hundreds of ancient clay tablets have been packed for transport, along with translations in Arabic demonstrating what the tablets say and in what order they should be read. These are but a portion of a greater work called *Winds Unknown to Adad*. See details in **ARTIFACTS AND TOMES** on page 183. Rassam also notes gaps in the narrative that might be filled by studying other ancient tablets. See **STUDYING WINDS UNKNOWN TO ADAD** on page 120 for details.

### Backlash

Well-prepared Agents might easily overcome the guards, but there may be repercussions later. Shooting up the estate tips off Al-Jabiri that something is up. When the Agents pursue intelligence and military action from their base in Kirkuk, all activities targeting the Sons of War are more difficult, as they are on their guard. Any future attempt to task human-source collection or a military action on the ground in Mosul suffers a -10% penalty.

## Questions and Answers

The Agents soon must settle into the long work of building a plan for Mosul. This is what the Agents might find. These questions and responses are not meant to be the only chains of investigation that the Agents can follow or the only questions they can ask. They are a guide for the Handler. If the players come up with other courses of investigation, the Handler must adjust the details to suit the queries.

### Where to Start

Remind the players that the Agents have an important starting point with the video recording of the release of the Father of War. The Agents can glean important details from the video beyond the identity of Tariq Rassam and the location of his home.

- » Important names are mentioned when the legal documents are presented prior to digging up Rassam's pool. One is Daoud el-Said of Al-Hisbah, the religious police. Timur Alimsultanov reads Daoud el-Said's name as authorizing the raid.
- » The recording can reveal the existence of multiple artifacts that the Agents can use to discover more about the Father of War. These include Rassam's journals, if the Agents can get a translator; the clay tablets that make up part of *Winds Unknown to Adad*, along with their Arabic translations; and the Throne of Blood itself.



## &gt;&gt;Sample Requests and Modifiers

| The Rassam Raid                                                                 | Human Source                                                                                                                                                                                                                                                                                                      | Technical Source                                                                                                                    | See Page |
|---------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|----------|
| 1. Who ordered the search of Tariq Rassam's house?                              | ▲ <b>Major</b> task (–10%) to send an asset to collect intelligence.                                                                                                                                                                                                                                              | This data is available on the video that was recovered by the Outlaws.                                                              | 110      |
| 2. Where is Daoud el-Said now?                                                  | ▲ <b>Major</b> task (–10%) to send an asset to collect intelligence.                                                                                                                                                                                                                                              | ▲ <b>Standard</b> task (+20%) to access previous SIGINT intercepts.                                                                 | 110      |
| 3. Where is Ali bin Hamza?                                                      | ▲ <b>Major</b> task (–10%) to send an asset to collect intelligence.                                                                                                                                                                                                                                              | ▲ <b>Standard</b> task (+20%) to access previous SIGINT intercepts.                                                                 | 110      |
| 4. Did anyone survive the incident at the Rassam home?                          | ▲ <b>Major</b> task (–10%) to send an asset to collect intelligence.                                                                                                                                                                                                                                              | ▲ <b>Standard</b> task (+20%) to access previous SIGINT intercepts.                                                                 | 110      |
| 5. Where are the survivors of the Rassam Incident?                              | ▲ <b>Standard</b> task (+20%) to send an asset to collect intelligence. Requires Iraqi, Kurdish, or Turkish sources track them down. Takes 1D12 days.                                                                                                                                                             | ▲ <b>Major</b> task (–10%) to access previous SIGINT intercepts and cross-reference refugee files from Iraq, Turkey, and Kurdistan. | 110      |
| 6. Was the amphora or other evidence removed from the Rassam house by ISIL?     | ▲ <b>Major</b> task (–10%) to send an asset to collect intelligence.                                                                                                                                                                                                                                              | ▲ <b>Standard</b> task (+20%) to access previous SIGINT intercepts.                                                                 | 110      |
| 7. Can we recover the amphora and other evidence from the Rassam investigation? | ▲ <b>Major</b> task (–10%) to send an asset to take photographs of the evidence in the Rassam vault <i>and</i> an <b>Extreme</b> task (–20%) to send an asset to steal contents of the vault (other than the amphora, which weighs too much). See Rassam's Secrets if the Agents performing this task themselves. | Not available.                                                                                                                      | 110      |

| Investigation and Aftermath                                                                                              |                                                                                               |                                                                     | See Page |
|--------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|---------------------------------------------------------------------|----------|
| 8. Is there an ongoing ISIL investigation of the incident at the Rassam home? Who is in charge?                          | ▲ <b>Major</b> task (–10%) to send an asset to collect intelligence from inside Amn al-Dawla. | ▲ <b>Standard</b> task (+20%) to access previous SIGINT intercepts. | 110      |
| 9. Who is Ahmed al-Jabiri?                                                                                               | ▲ <b>Standard</b> task (+20%) to send an asset to access files                                | ▲ <b>Standard</b> task (+20%) to access previous SIGINT intercepts. | 110      |
| 10. Have similar incidents been reported in Mosul since 1 APR 2016?                                                      | ▲ <b>Standard</b> task (+20%) to send an asset to collect intelligence                        | ▲ <b>Standard</b> task (+20%) to access previous SIGINT intercepts. | 110      |
| 11. Have any disappearances been reported in Mosul since 30 MAR 2016?                                                    | ▲ <b>Major</b> task (–10%) to send an asset to collect intelligence.                          | ▲ <b>Unusual</b> task for a SIGINT asset to collect intelligence.   | 110      |
| 12. Is ISIL investigating the killings and disappearances between 23 MAR 2016 and 29 MAR 2016?                           | ▲ <b>Major</b> task (–10%) to send an asset to collect intelligence.                          | ▲ <b>Unusual</b> task for a SIGINT asset to collect intelligence.   | 111      |
| 13. Have there been similar incidents outside the city of Mosul? <i>Must complete both actions, human and technical.</i> | ▲ <b>Major</b> task (–10%) to send an asset to collect and correlate details..                | ▲ <b>Unusual</b> task for a SIGINT asset to collect intelligence.   | 111      |



| Investigation and Aftermath (continued)                                                                                      |                                                                                                                                                               | See Page                                                                                                                                |
|------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|
| 14. Are there patterns in the deaths and disappearances? Must complete both actions, human and technical.                    |  <b>Major</b> task (–10%) to send an asset to collect and correlate details. |  <b>Unusual</b> task to access existing SIGINT records |
| 15. Have there been unusual spikes of radiation, thermal energy, spectral signatures, or radio emissions since the incident? | No data available.                                                                                                                                            |  <b>Unusual</b> task to access previous SIGINT records |

| Al-Jabiri                                                                                                      |                                                                                                                                                                                                                                                                                                                               | See Page                                                                                                                                                                                        |
|----------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 16. What are Col. Al-Jabiri's connections to Tariq Rassam?                                                     |  <b>Major</b> task (–10%) to send an asset to collect intelligence.                                                                                                                                                                          | Data unavailable. 112                                                                                                                                                                           |
| 17. Where does Col. Ahmed al-Jabiri live and work?                                                             |  <b>Major</b> task (–10%) to access intelligence. (U.S. agencies do not have this intelligence.)                                                                                                                                             |  <b>Unusual</b> task for a SIGINT asset to collect intelligence. 112                                           |
| 18. Can we track Col. Al-Jabiri's movements through Mosul?                                                     |  <b>Extreme</b> task (–20%) to send an asset to plant a tracer.                                                                                                                                                                              |  <b>Major</b> task (–10%) for a SIGINT asset to track walkie-talkie use despite ISIL security precautions. 112 |
| 19. Who are Col. Al-Jabiri's associates?                                                                       |  <b>Major</b> task (–10%) to send an asset to collect intelligence.                                                                                                                                                                         |  <b>Major</b> task (–10%) for a SIGINT asset to collect intelligence. 112                                     |
| 20. Can we abduct one of Col. Al-Jabiri's new bodyguards and interrogate him in a safe house?                  |  <b>Major</b> task (–10%) for an asset to track Al-Jabiri's men in real time <i>and</i> an<br> <b>Extreme</b> military action (–20%) for the abduction. | Not applicable. 112                                                                                                                                                                             |
| 21. Can we identify Col. Al-Jabiri's new bodyguards and report their movements and contacts?                   |  <b>Major</b> task (–10%) to send an asset to collect intelligence.                                                                                                                                                                        |  <b>Unusual</b> task to track radio, landline, and computer use. 112                                         |
| 22. What patterns in Col. Al-Jabiri's movements can be matched to the pattern or timing of the disappearances? |  <b>Major</b> task (–10%) to send an asset to collect intelligence.                                                                                                                                                                        |  <b>Major</b> task (–10%) for an asset to track walkie-talkie use despite ISIL security precautions. 112     |
| 23. What is Col. Al-Jabiri doing or who is he meeting in the Nineveh ruins?                                    |  <b>Extreme</b> task (–20%) to send an asset to physically tail Al-Jabiri.                                                                                                                                                                 | Not available. 112                                                                                                                                                                              |
| 24. Is anything strange going on with ISIL's Chechen fighters?                                                 | Unavailable from human sources.                                                                                                                                                                                                                                                                                               |  <b>Unusual</b> task to access SIGINT intercepts and sift them for key material. 112                         |
| 25. What became of Idris Sheripov?                                                                             |  <b>Extreme</b> task (–20%) to send an asset to physically tail Al-Jabiri.                                                                                                                                                                 | Unavailable from technical sources. 113                                                                                                                                                         |



| Other Human-Source Requests                                                 |                   | See Page |
|-----------------------------------------------------------------------------|-------------------|----------|
| Obtain a "lost or stolen" Iraqi truck or SUV                                | ▲ Standard (+20%) | 165      |
| Obtain a "lost or stolen" Humvee                                            | ▲ Unusual         | 165      |
| Arrange air transport from Kirkuk to Mosul                                  | ▲ Major (-10%)    | 165      |
| Smuggle a military chemical weapon into Mosul                               | ▲ Extreme (-20%)  | n/a      |
| Smuggle a barrel of hydrofluoric acid into Mosul                            | ▲ Extreme (-20%)  | n/a      |
| Smuggle a modified USN ADS 2000 Hardsuit into Mosul                         | ▲ Extreme (-20%)  | 179      |
| Smuggle non-Agent personnel into or out of Mosul                            | ▲ Extreme (-20%)  | n/a      |
| Arrange a meeting with Mosul Battalion resistance                           | ▲ Unusual         | 145      |
| Arrange a meeting with the Mosul SWAT team about providing a guide          | ▲ Major (-10%)    | 147      |
| Obtain a Mosul Battalion safe house (only available from non-U.S. agencies) | ▲ Extreme (-20%)  | 146      |

| Military Action & Skills Required                                                                                                      |                  | See Page |
|----------------------------------------------------------------------------------------------------------------------------------------|------------------|----------|
| Call for a fighter-bomber airstrike (Military Science [Air])                                                                           | ▲ Major (-10%)   | 140      |
| Call for a B-52 bombing strike (Military Science [Air])                                                                                | ▲ Extreme (-20%) | 140      |
| Call for an artillery strike (Military Science [Land])                                                                                 | ▲ Unusual        | 140      |
| Lay groundwork to gain a +20% bonus to call an airstrike (Artillery)                                                                   | ▲ Unusual        | 140      |
| Call for Spectre gunship overwatch (Military Science [Air])                                                                            | ▲ Major (-10%)   | 140      |
| Call for CIA Predator drone overwatch (Bureaucracy)                                                                                    | ▲ Unusual        | 140      |
| Call for helicopter gunship overwatch (Military Science [Air or Land])                                                                 | ▲ Unusual        | 140      |
| Call for helicopter cargo transport over ISIL territory (Military Science [Land or Air])                                               | ▲ Extreme (-20%) | 137-140  |
| Call for an armed escort inside secure territory (Military Science [Land])                                                             |                  |          |
| Call for an armed escort outside secure territory (Military Science [Land] for U.S.; Bureaucracy for others)                           | ▲ Major (-10%)   | 137-140  |
| Call for a special operations squad as escort on a raid of the Rassam vault (Military Science [Land] for U.S.; Bureaucracy for others) | ▲ Major (-10%)   | 137-140  |

## IN THE FIELD: Targeted Intelligence

To tighten up the Agents' investigation, alert them to Ahmed al-Jabiri as early as possible. Who ordered the search of Rassam's house? The source says that information about the Rassam incident is being tightly controlled by an Amn al-Dawla counterintelligence official: Ahmed al-Jabiri. What happened to evidence collected at the Rassam house? It was left in place on the orders of counterintelligence officer Ahmed al-Jabiri. The sooner the Agents take an interest in Al-Jabiri, the quicker they uncover critical details on what to expect in Mosul.

To speed things up further, give two or even three crucial answers for every question. The Agents' sources may deliver details the Agents do not expect or did not think to pursue. Watch for ways to make the players feel that their sources are paying a price for so many discoveries. Local assets might barely escape raids, have their houses searched and families enslaved or slain, or appear on video giving away their foreign intelligence contacts before the headsman's sword swings. The Agents' own contacts may try to use their relationship as blackmail material. U.S. Army intelligence officers might take too close an interest. Make the players feel the noose tightening.



## The Rassam Raid

### 1. Who ordered the search of Tariq Rassam's house?

Daoud el-Said, an official in Al-Hisbah, the religious police. The accompanying video team was dispatched by Ali bin Hamza, an official of the ISIL recruiting magazine *Dabiq*, at the request of Daoud el-Said.

### 2. Where is Daoud El-Said now?

Daoud el-Said was arrested by Amn al-Dawla, ISIL's counterintelligence service, on 24 MAR 2016. He was released on 25 MAR 2016 and has since returned to work with Al-Hisbah.

### 3. Where is Ali bin Hamza?

Ali bin Hamza is still a senior editor of *Dabiq*. He was in Amn al-Dawla custody overnight 25 MAR 2016.

### 4. Did anyone survive the incident at the Rassam home?

See **FINDING SURVIVORS** on page 113.

### 5. Where are the survivors now?

See **FINDING SURVIVORS** on page 113.

### 6. Was the amphora or other evidence removed from the house by ISIL?

The contents of Rassam's underground vault were not removed due to the amount of human remains that were covering the items. The crime scene was documented and then sanitized. Everything was left in place and orders were given to guard the house.

### 7. Can we recover the amphora and other evidence from the Rassam house?

A mission to search the Rassam home can recover an enormous amount of material of critical importance to the Agents, including Rassam's journals, the clay tablets comprising the incomplete *Winds Unknown to Adad*, and the *Throne of Blood*. To accomplish this, the Agents have to get past the 27 ISIL fighters guarding the house. They also need the logistical capacity to remove the evidence. That means some serious air-lift capacity to transport the evidence back to Kirkuk. See **RASSAM'S SECRETS** on page 104 for details. It opens three routes of inquiry.

» **THE JOURNALS OF TARIQ RASSAM**: see page 184.

» **WINDS UNKNOWN TO ADAD**: see page 187.

» **THE THRONE OF BLOOD**: see page 183.

## Aftermath of the Father's Release

### 8. Is there an ongoing ISIL investigation of the incident at the Rassam home? Who is in charge?

The investigation of the Rassam incident was assigned to Amn al-Dawla official Ahmed al-Jabiri on the afternoon of 24 MAR 2016. This was only after a connection was made between the casualties at the Rassam home and the massacre of three ISIL fighters at a checkpoint the night before.

### 9. Who is Ahmed al-Jabiri?

Colonel Ahmed al-Jabiri is a former member of Saddam Hussein's intelligence service who was dismissed from government under the U.S. de-Ba'athification policy in 2003. He was part of the resistance against U.S. forces in Iraq from 2004 until joining the Islamic State of Iraq in 2007. He emerged in 2011 as a high-ranking emir in the Islamic State of Iraq and the Levant. He has two wives, Zabidah and Eman, in Raqqa, Syria.

### 10. Have similar incidents of flaying been reported in Mosul?

On the night of 25 MAR 2016, Nalin Halabajee told her cousin on the telephone that she saw what she thought was a cloud of insects surround guards at an ISIL checkpoint. The guards began screaming and falling down. She saw a terrifying amount of blood. All died but one. As he started to run, he fell to his knees as if weeping and praying. The cloud vanished and he walked away again. After a few minutes, Halabajee recovered enough from her terror to creep home. She warned her cousin to never go out at night.

The last deaths by flaying took place on 29 MAR 2016.

### 11. Have any disappearances been reported in Mosul since 30 MAR 2016?

Yes, but it is difficult to separate pertinent events from ordinary disappearances. There are no exact matches. But there are many incidents of people going missing. Most are classified as desertions as Coalition



forces squeeze the city. Especially when whole families disappear together.

Since 1 APR 2016, there have been unusual disappearances among the forces of the Amn al-Dakhili, the internal security service responsible for maintaining law and order. Members have vanished, leaving their families behind, with nothing in their backgrounds to suggest disloyalty or cowardice. Others have disappeared for a week only to reappear again with no explanation.

Rumors are circulating that some kind of purge is going on and that those who disappear are tortured for confessions, executed, and their bodies discarded. The rumors are denied but the absences at roll call are undeniable.

***12. Is ISIL investigating the killings and disappearances between 23 MAR 2016 and 29 MAR 2016?***

No. Investigations into lost sentries, checkpoint personnel, and family members are assigned to the Amn al-Dawla, ISIL's counterintelligence organization, with all investigations under the command of Col. Ahmed al-Jabiri. The investigation appears to have concluded with a battle in the Nineveh ruins on the evening of 30 MAR 2016. No details about the battle are available.

***13. Have there been similar incidents outside Mosul?***

No. But beginning 12 APR 2016, reports will surface of skinless human arms and legs being fished out of the Tigris River in villages downstream from Mosul. No two limbs appear to belong to the same person. Depending on when the Agents ask, the number of body parts found should be roughly 1D4 for every ten days the investigation has gone on.

***14. Are there any patterns in the deaths and disappearances?***

Prior to 29 MAR 2016, the attacks all occurred on the east bank of the Tigris River, the so-called Left Coast, specifically in the As Sina'iya, Al Bath, As Sihhah, An Nabi Yunus, Al Nuhminiyah, Al Masarif, Al Baladiyat, Al Muthanna, Mosul University, and Al Wasser neighborhoods. All deaths and disappearances occurred at night. The dead were all ages and genders. The disappeared were always young or adult males.

## Mapping the Dead

The problem with trying to map the deaths and disappearances caused by the Father of War is that the pattern changed once Al-Jabiri joined the Sons of War on March 30. This fact in and of itself can be a clue that something was different after the March 30 attack on the cult.

When the Father was acting alone, it forced the Vigil of Stone on anyone it encountered while stalking the vicinity of the lair it carved beneath Nineveh. The attacks and disappearances took place every night. That clustered the attacks and disappearances around the ruins of Nineveh.

As soon as Al-Jabiri joined, he changed the pattern. Mapping the previous pattern was how he tracked down the lair of the Father himself. Al-Jabiri and his men arrested and detained potential recruits across the city, dipping into ISIL's prisoners for sacrifices.

The Sons of War hold potential sacrifices and potential recruits in an empty aircraft hangar at Mosul International Airport. Once the monthly new moon ritual arrives, the Sons herd the recruits and sacrifices onto a blacked-out bus, drive them to Nineveh, and march them to the cave under the cover of night.

It would take the use of satellites, drones, or human assets on the ground to determine that this convoy is arriving at Nineveh with over 60 people and leaving with fewer than 30 on every new moon.



*15. Have there been unusual spikes of radiation, thermal energy, spectral signatures, or radio emissions since the incident?*

No.

## About Ahmed al-Jabiri

*16. Does Col. Al-Jabiri have connections to Tariq Rassam?*

None can be identified.

*17. Where does Col. Ahmed al-Jabiri live and work?*

Ahmed al-Jabiri works at Amn al-Dawla regional headquarters in Ar-Rafidayn District, just across from Al-Shuhadaa Martyrs Park. He lives in Hayy al-Jawsaq District, just to the south. He commutes to and from work in a convoy of heavily armed and armored Humvees captured from the Iraqi army, with some ten Chechen bodyguards.

*18. Can we track Col. Al-Jabiri's movements through Mosul?*

After watching Col. Al-Jabiri's movement for a full month, it becomes clear that he visits the ruins of Nineveh with uncommon regularity. This intel is not available until 6 MAY 2016 at the earliest. Al-Jabiri is always found at the Nineveh ruins on the nights of the dark of the moon. Specifically:

7 APR 2016  
6 MAY 2016  
5 JUN 2016  
4 JUL 2016  
2 AUG 2016

*19. Who are Col. Al-Jabiri's associates?*

Al-Jabiri's associates are limited to his colleagues at Amn al-Dawla. His two wives and ten children are in Raqqa, Syria. There has been one serious change since the beginning of April. He replaced his official bodyguard team with former Chechen mercenaries.

*20. Can we abduct one of Col. Al-Jabiri's new bodyguards and interrogate him in a safe house?*

This is an enormously risky task for forces inside Mosul, which amount to resistance fighters with far less training and discipline than their Chechen targets. If it fails, the asset may be captured or identified. This could lead to an entire network of spies being

eliminated, if not technically by ISIL. The Sons of War will want to handle this themselves and not involve the official security organs of ISIL. Worse, even if the abduction is successful, the sliver of obsidian works its way to the bodyguard's heart, killing him. Determining the cause of death requires a qualified doctor. Any autopsy results in a small sliver of obsidian zipping around the morgue, cutting people like a flying scalpel.

*21. Can we identify Col. Al-Jabiri's new bodyguards and report their movements and contacts?*

Tailing Al-Jabiri's bodyguards is less risky than abducting one but is not without danger. See the risks and consequences for abducting a bodyguard, answer 20. If a bodyguard's movements are plotted, they can be determined to visit the ruins of Nineveh several times a week.

*22. What patterns in Col. Al-Jabiri's movements can be matched to the pattern or timing of the disappearances?*

Al-Jabiri's movements do not correspond with disappearances or flaying prior to 30 MAR 2016. He returns to the site of the Nineveh firefight several times a week and always on the night of the dark of the moon.

*23. What is Col. Al-Jabiri doing or who is he meeting in the Nineveh ruins?*

This task is extremely risky for human assets to perform. If it is successful, and the asset is tasked with following Al-Jabiri on a night when the moon is at its darkest, there is a 50% chance that the spy sent to observe will be driven too insane from the experience to speak about it coherently. If this occurs, the Agents have to meet with the insane spy and attempt to get answers out of him with successful rolls in **Psychotherapy** or **Pharmacy**. If the Agents get answers, they receive the exact location of the lair of the Father of War and an unpleasant description of the inhuman rites practiced there. It will be easier to get the spy out of Mosul and to Kirkuk Airport than it would to get the Agents into Mosul just to perform that interview.

*24. Is anything strange going on with ISIL's Chechen fighters?*

If the Agents detail assets to check into the comings and goings of ISIL's Chechen fighters, they get



NSA intercepts of communications between Chechen units discussing the battle in the Nineveh ruins on March 30. A name keeps coming up: Idris Sheripov. The Chechens say Idris Sheripov survived the battle, and that it wasn't against American SEALs and Delta Force, like Amn al-Dawla says. "Colonel" Ahmed al-Jabiri's lies got 70 Chechens killed.

### 25. *What became of Idris Sheripov?*

If the Agents use their assets in Mosul to track down Idris Sheripov, they find him in Mosul General Hospital, in Wadi Hajar District, being treated for burns to his face, hands, arms, and chest. Sheripov is checked in under a false name. His unusual injuries and the steady stream of Chechen fighters visiting him to get his story are the only way he was identified. He is loaded up with antibiotics and painkillers. Assets managed remotely cannot get closer to him than that.

## Finding Survivors

If any player characters escaped the first scenario, "A Black Smoke Rising," or were not killed before the camera was abandoned, they could survive to become a source of intel for the Agents. Survivors of the massacre tried to flee ISIL territory and are now in the hands of the Turkish MİT or in a Kurdish POW camp, Iraqi detention center, or Red Crescent refugee camp. Arranging an interview would be up to the Agents and the Handler to improvise.

Anyone who survived the incident at the Rassam house is likely to be in deep denial about what happened, perhaps even still in a kind of shock. Only a **Psychotherapy** roll gets them talking. Use the **SAN** loss inflicted during the opening vignette to determine how difficult that will be. The **Psychotherapy** roll can represent anything from the use of calming antipsychotics to talk therapy. A critical success with **HUMINT** also suffices. One roll may be attempted per day.

Getting an NPC to perform the **Psychotherapy** roll is dangerous in the extreme. What an outsider sees as symptoms of delusional psychosis is likely to be the evidence the Agents seek. If the therapist is exposed to information about the unnatural, particularly the

Father of War, they are unlikely to give that information any credence. If the Agents start insisting that the therapist help them reinforce the survivor's delusions by treating them seriously, that raises serious ethical questions and makes the therapist unlikely to help the Agents continue their interview.

Shatha Hassoun is likeliest to survive. Unless the fighters kept her close, she probably fled while the Father of War slaughtered the others.

Tariq Mohammed Rassam absolutely does not survive.

### Alimsultanov

Timur Alimsultanov might be just the sort of fellow the Agents want to bring back into touch with any Chechens who are still angry about what happened to the Wolves of Al-Mansur on the night of March 30. Getting Timur to tell his story to the mutilated survivor of that night, Idris Sheripov (see **A CHECHEN SURVIVOR** on page 149), would be particularly effective. Together, they could convince some other Chechens that revenge is in their mutual interest.

### Hassoun

If Rassam's grandniece Shatha Hassoun survived, she is more certain than ever that Rassam was a sorcerer and an evil man. She can refocus the Agents on the idea that Rassam may have left behind writing or artifacts that could help them. See **SHATHA HASSOUN** on page 49 for her background.

### Al-Muhandis

If Rassam's assistant Majid al-Muhandis survived, he is a wealth of knowledge about Mosul and his master Tariq Rassam. In fact, he almost has too much information. Debriefing him is time-consuming and complicated. The old man rambles and jumps around in time, describing interactions with Rassam since 1964. See **MAJID AL-MUHANDIS** on page 49 for his background.

Interviewing Muhandis calls for a **HUMINT** test once per day. The more successes they roll, the more they learn. A critical success counts double. A fumble results in a setback that requires a **HUMINT** or **Persuade** roll to set things right before the interview can continue.



### The History of the Father of War

The Agents can glean these fragments of the history of the Father of War by studying the Pnakotic fragments and the scattered tablets of *Winds Unknown to Adad*. See **STUDYING THE PNAKOTICA** on page 117 and **STUDYING WINDS UNKNOWN TO ADAD** on page 120.

### Shagash, God of Slaughter, Father of War

Fragmentary myths say that on the slopes of what is now known as Mount Arteni, in modern-day Armenia, a struggling tribe found a mountain spirit, demon, or god identified in Akkadian as Šagāšu, romanized as Shagash, the god of slaughter. Worshippers called Shagash *Abim Anuntum*, the Father of War.

### The Teachings of Shagash

Obscure myths say the god Shagash, the Father of War, taught its followers to quarry and chip obsidian from lava flows into the sharpest of arrowheads, spear tips, axe blades, and sacrificial daggers. Those weapons were traded as far away as modern Ukraine and the Aegean Sea. Intriguingly, an Armenian phrase for obsidian is *Satani eghunk*, “devil’s fingernail.” Shagash was said to arise at night, a cloud of black glass shards like a swarm of locusts.

### The Throne of Blood

The Sons of War were said to carry their god, the Father of War, at the head of armies across the Fertile Crescent in a bronze amphora called *Dāmim Aštûm*, the “Throne of Blood.” They bore it from temple to battlefield in an ox-driven altar-wagon, opening it after dark to release the Father of War to feast on their enemies. Disreputably eccentric scholars link the Throne of Blood to myths like Pandora’s Box, the Djinn of the Lamp, and even the Ark of the Covenant.

### The Fall of the Sons of War

The cult of Shagash, the Father of War, vanished around 1000 BCE. One myth describes the cult’s fall in detail. A rebellious priest sealed the Father of War in the Throne of Blood using something called *Dārimaksum*: a shackle (or bandage, in another context) to bind gods (or immortals, or ancient things). The priest put the amphora in stone chamber, where a bronze roof could be pulled back to let in the light of day. By night, slaves were sacrificed to Shagash. By day, the priest attempted to command his god. His every effort failed. Fearing vengeance, he buried the Throne of Blood deep in the desert. Restrained, or perhaps preserved, for what should have been eternity, the Father of War was all but forgotten. The priest-kings of Assyria reduced the temples of Shagash to rubble and exterminated the Sons of War.

### The Sons of War

Several myths have the same name for the followers of the god Shagash, the Father of War: the Sons of War. They were said to conquer their neighbors and sacrifice captives to their Father in brutal, bloody rituals. The Sons of War gained power in many kingdoms. Some tablets credit them with helping Assyria survive the calamities between 1200 and 1150 BCE that became known as the Bronze Age collapse: the famines and plagues that spawned the devastating invasions and raids of the Sea Peoples, which in turn maimed Egypt’s New Kingdom, toppled the Hittite Empire, plundered Babylonia, and erased the Mycenaean civilization.



The Agents can learn one of the following items with each success. Play out the revelation in character. Let the players, speaking as their Agents, frame a question. If it pertains to one of the following facts, describe it in the voice of Muhandis. The Agents must uncover the first two items before they can uncover the rest.

- » *(Required.)* Rassam was a sorcerer, but he only did good. He even conducted an exorcism for Muhandis's sister when she was possessed.
- » *(Required.)* Rassam had a large collection of artifacts related to the accursed amphora, the Throne of Blood.
- » Rassam obtained the Throne of Blood in 1983, when a close friend from the University of Baghdad Department of Archaeology asked him to consult on a case. They learned that innocents who slumbered near the amphora dreamed of murders they would eventually commit. The friend wanted Rassam to exorcise the demon that dwelled within the amphora, but Rassam could not. So he built the vault to keep it locked away forever.
- » Rassam was in contact with the Iraq Museum and the British Museum about gaining access to their collections of tablets unearthed from Nineveh's Library of Ashurbanipal. Rassam had, over the years, translated and transcribed many clay tablets that were part of a larger collection or volume called *Winds Unknown to Adad*. Rassam possessed many original tablets from that larger work and had photos of more.
- » Why didn't Rassam go to England to find the majority of the tablets? In his last years, Rassam did not seem to be able to leave the Throne of Blood for long. Perhaps it was just the heavy responsibility. Perhaps it had a hold on him.

## Bin Salman

When Faisal bin Salman goes over the hill, he does it big. The Agents find him back in Jeddah, Saudi Arabia, hiding behind his family's substantial wealth. He denies everything. He is useless as a source of intel, but definitely someone whose family should be under surveillance due to their ties to ISIL.

# Researching the Elder Sign

It is far more difficult and risky to gather and analyze information about the unnatural than it is to untangle the three-dimensional world of the Middle East's bloodletting. The Agents have the amphora's stopper with the Elder Sign and are told what little the Program and the Outlaws know about it. If they want to create another one quickly, they might be able to get the recipe from the Program.

## Finding the Ritual

The Agents could attempt to track down the Elder Sign ritual themselves. Finding genuine tomes of unnatural lore and ritual could take years of an Agent's life, but two are readily available if the Agents look: Tariq Rassam's journals and the clay tablets of *Winds Unknown to Adad*, both left in the vault beneath Rassam's home.

## Asking the Program

An Agent who asks the Program for instructions to create an Elder Sign must make a **Luck** roll at -20% or a **Persuade** roll to convince their case officer, Col. Gwin, of its absolute necessity. If the roll fails, Gwin conveys the Program's denial of the request, saying there's too much potential for unintended consequences.

If the roll succeeds, then in 2D4 days a courier delivers a locked and sealed diplomatic pouch that contains an envelope with dire EYES ONLY warnings restricting access to individuals with BONE BOX clearance. Inside is a sheaf of papers labeled as part of some elaborate psychological operation to prey on ISIL superstitions. It includes photocopies from half a dozen strange tomes with illustrations carefully redrawn and notes in the margins drawing connections between otherwise disparate sources. The Agents can use these papers to learn the Elder Sign ritual. The instructions order them to destroy all the pouch's contents and the Elder Signs after the success of the "psychological operation."



## Creating the Sign

Whatever the Agents' source, the Elder Sign ritual describes a process of inscribing a warding sigil into a surface, or even by gestures in the air, while undertaking a particular sort of meditation and uttering prayers to gods or spirits with gibberish names in a strange language. An Agent with **Unnatural** 10% or higher identifies it with outré legends of prehuman civilizations.

Mastering the seemingly ridiculous process takes a few hours, but only if the Agent fails a **Sanity** roll. An Agent with **Unnatural** skill may take the **Unnatural** skill rating as a penalty to the **Sanity** test. If the **Sanity** roll fails, the Agent loses 1D4 SAN and learns the ritual The Elder Sign, described on page 178 of the *Handler's Guide*.

To inscribe the Elder Sign into something, the Agents need 20% in an appropriate **Craft** skill (Woodworking, Stoneworking, Metallurgy, etc.). At the USAF base at the Kirkuk airport, the Agents could learn that much skill on their own via instruction and practice. See **TRAINING FOR MOSUL** on page 104 for details.

# Researching the Father of War

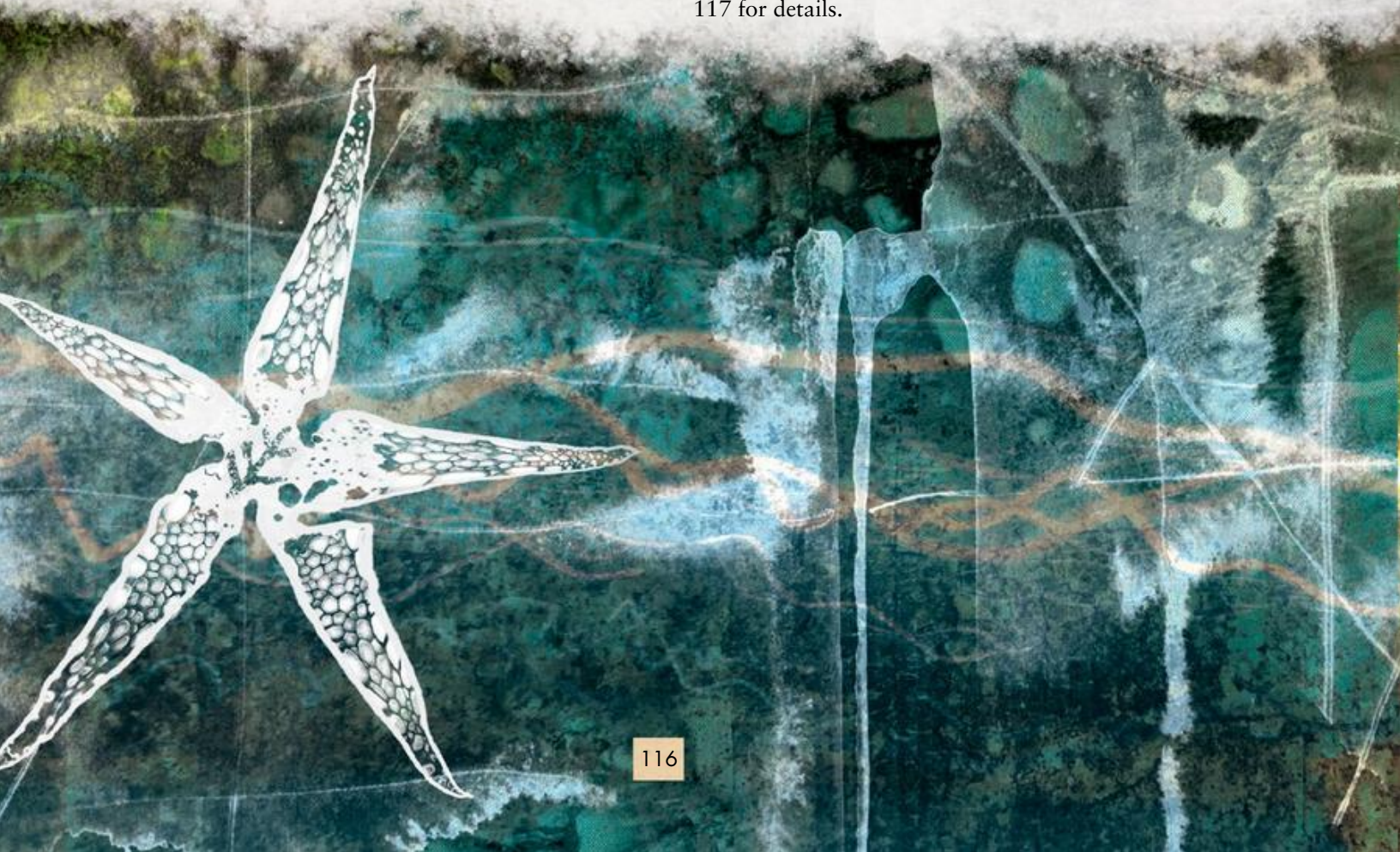
Agents may seek references to the Father of War and the Throne of Blood in online occult and historical texts and by calling and emailing academic contacts and journal editors.

## Historical Research

Each attempt takes 1D4 days and requires a **History** roll. Success determines that myths about the Father of War come from a collection of cuneiform tablets called *Winds Unknown to Adad*. See **STUDYING WINDS UNKNOWN TO ADAD** on page 120 for details.

## Occult Research

Each attempt takes 1D4 days and requires an **Occult** roll. An Agent may add their **Unnatural** skill rating as a bonus. Success determines that myths about the Father of War can be found in ancient, disputed Greek papyri called the Pnakotic fragments or the Pnakotic manuscripts, held in the National Library of Greece in Athens. See **STUDYING THE PNAKOTIKA** on page 117 for details.





## Asking the Program

If the Agents ask Col. Gwin for help from the Program researching the Father of War and the Throne of Blood, no roll is required. He brings a response in 3D4 days. No roll is required. He gives the Agents a blurry, low-resolution scan of one page of a mimeographed document of occult mythology. The mimeographed document is handwritten written in Greek. A margin note from from the Agent's contact or the Program's unnamed researcher reads, in English: "19<sup>th</sup> century?"

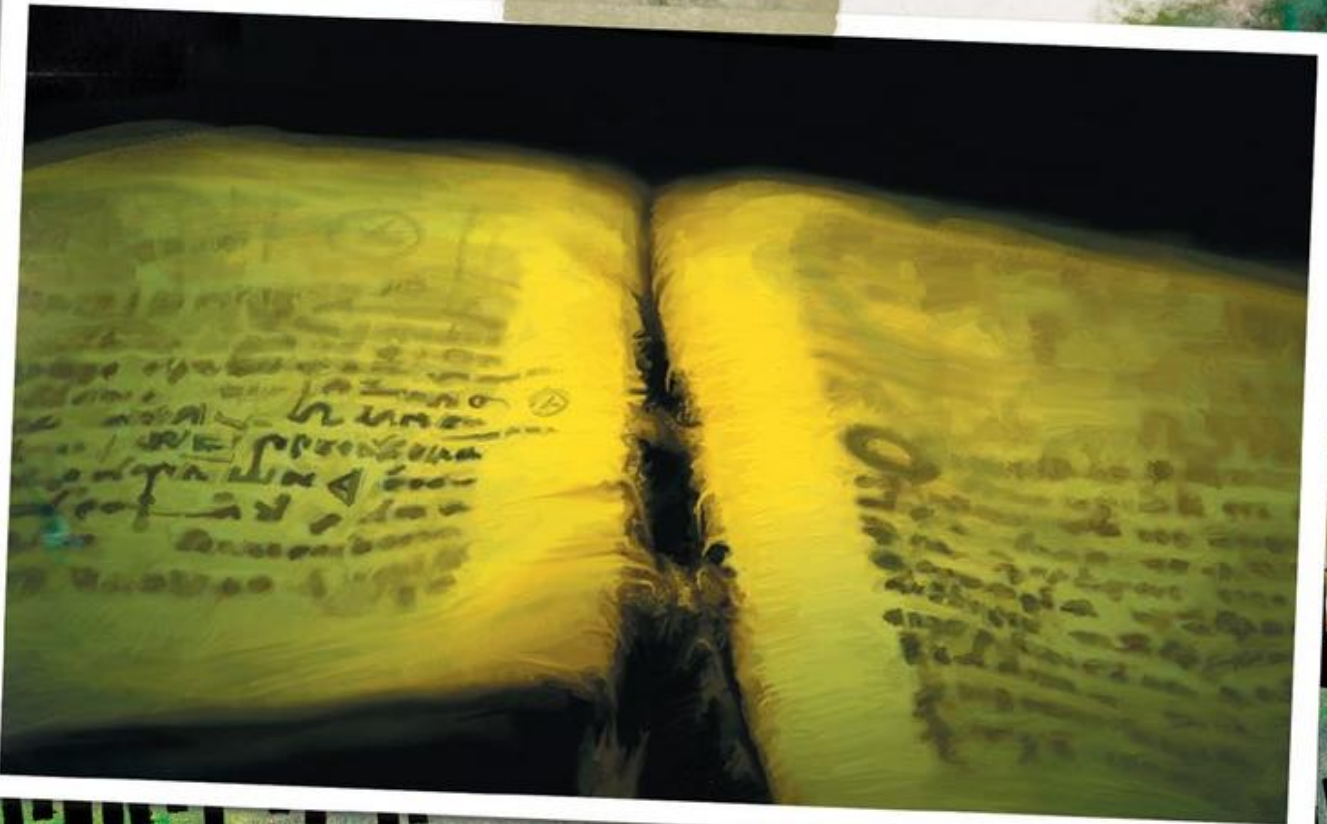
An attached sheet holds a translation by the contact or the Program researcher. The sheet is difficult to read, but it appears to be a journal entry by a spirit medium describing a vision of prehistoric Armenia. The last lines of the mimeograph page are all but illegible due to the warping of the page and the poor quality of the scan, but one clear section translates to "...the Father of War on his Throne of Blood." A handwritten note gives the source: "*Pnakotika. Nat'l Library of Greece, Restricted Holdings. Athens.*"

# Studying the Pnakotika

An Agent (or a friendly consultant) with 50% or greater skill in **Occult**, or who succeeds at an **Occult** roll, recognizes the Pnakotika. Give that player the handout **WHAT YOU KNOW OF THE PNAKOTIC MANUSCRIPTS** on page 119. Reading the original requires either visiting the National Library of Greece in person or hiring an Athens researcher to find, translate, and email it.

## Hiring a Researcher

The Agents could reach out to experts for still more about the Father of War. Col. Gwin vehemently objects to this as a breach of operational security. If the Agents do it anyway, they can find an appropriate researcher as an **Unusual** expense, or a **Standard** expense if an Agent succeeds at a **History** test to know the right questions to ask.





The researcher, Minas Aspiotas, sends the results by email in 3D4 days or by courier service in 3D6 days, as instructed. See **THE HISTORY OF THE FATHER OF WAR** on page 114 for details.

The Agents must also make a **Luck** roll. If it fails, NSA surveillance logs the contact or an inspector reviews the documents before they arrive. If the Agents send or receive other communications about the Father of War, another failed **Luck** roll indicates the Program has noticed. The Agents' case officer angrily confronts them about their breach of security. Their hired researcher dies in a hit-and-run accident two weeks later. Learning that costs each Agent 0/1D4 SAN from helplessness.

## Research in Person

A quicker method would be to go to the National Library of Greece in person. Travel from Kirkuk to Athens takes one day and is an **Unusual** expense.

The library is in a cramped, neoclassical building from the 19th century. Digging recently began for a more spacious facility a few km away. In April 2016, that excavation dislodged dozens of shackled skeletons from a rebellion 2,700 years ago.

An Agent can attempt a **Bureaucracy, Persuade**, or **CHA**×5 test once per day to access the restricted holdings. That done, sifting through the Pnakotika holdings requires a series of tests of either **History, Occult**, or **Foreign Language (Greek)**, whichever is lower.





An Agent accompanied by a hired researcher can access the restricted holdings without a roll. And an Agent who does not read Greek needs a local translator. Asking library staff makes it easy to find one, who can be hired as a **Standard** expense. The Agent tests the lower of only **History** or **Occult**. If the Agent asks their case officer about it, Gwin objects angrily to exposing an outsider to what might be dangerously unnatural secrets and warns it puts the researcher at risk. Failing a **Luck** roll means their hired researcher dies in an accident two weeks later, costing each Agent 0/1D4 SAN from helplessness.

Each research roll takes 1D4 days. Each success reveals one or two paragraphs of your choice from **THE HISTORY OF THE FATHER OF WAR** on page 114.

The fragments offer other fascinating hints and lore. An Agent could return to study the manuscripts in greater depth, a months-long endeavor. A mischievous Handler could offer some of these tidbits early to sharpen the Agents' curiosity:

- » The Pnakotic fragments say they originated in the teachings of godlike beings long before humanity, in a mythical country or city called Pnakotis.
- » The fragments suggest telepathic techniques taught by the godlike masters of Pnakotis, even the ability to send the mind into other host bodies and across other time.

» The fragments discuss abhorrent gods or alien beings called the Old Ones, particularly Great Cthulhu and Tsathoggua. They say Great Cthulhu came with uncounted progeny to Earth millions of years ago but eventually retired to dormancy in a great city that fell beneath the waves. They say Tsathoggua came from Saturn, and before that from some place far beyond our solar system. He slumbers in black deeps of the Earth and awakens only to devour sacrifices and to teach secrets to would-be magicians.

» The fragments describe secret mountains where the "gods of Earth," perhaps meaning the mythical gods of humanity, supposedly make their homes: Kadath in the Cold Waste, described in baffling but foreboding terms as "beyond Leng," and Hatheg-Kla, the "pillar to Heaven," where the gods go to be "closer to Earth." A researcher with **Occult** 50% or higher, or who makes a roll, recognizes Hatheg-Kla as a myth similar to Hindu's cosmic Mount Meru. Like Mount Meru, Hatheg-Kla is sometimes identified with the mighty Pamir Mountains where the Himalayas meet the Hindu Kush.

The Pnakotic manuscripts are detailed as a tome of unnatural lore in the *Handler's Guide*.

## What You Know of the Pnakotic Manuscripts

The Pnakotika or Pnakotica, called the Pnakotic manuscripts or the Pnakotic fragments, are Greek magical papyri from around the time of Christ. They draw oracular and mythical meanings from a set of indecipherable runes and hieroglyphics supposedly discovered in Ultima Thule. The Pnakotic manuscripts purport to deal with a wide range of unnatural lore, gleaned from the wisdom of ancient masters who exist beyond time.

Conflicting interpretations of the Pnakotika are an old part of the Western magical tradition. Since about 1485, explorers, occultists, philologists, and archaeologists have added texts, steles, and inscriptions in similar alphabets to the Pnakotic corpus, as well as forgeries, honest mistakes, trance writing, and their own commentaries.

There is no "complete" or even authoritative edition of the Pnakotic manuscripts. Handwritten copies, academic conference proceedings, and other partial versions can be found in many top-rank university collections. A three-volume set of the commonly accepted corpus of the time was printed in London in 1768. That printing is now shockingly hard to find. A mimeographed copy can be found at the National Library of Greece.



# Studying *Winds Unknown to Adad*

The fragmented tome *Winds Unknown to Adad* is detailed in **ARTIFACTS AND TOMES** on page 183. Some of its tablets can be found in the Rassam house. An Agent with **Archeology** 30% or better, or who makes a roll at +20%, can identify the likeliest places to find the rest: the world's two largest repositories of Assyrian tablets, the British Museum and the Iraq Museum. If the Agents are going to fill in all the gaps of *Winds Unknown to Adad*, they have to go to London and Baghdad.

## Baghdad

The Iraq Museum, which was well-funded and a source of national pride for decades, holds thousands of clay tablets excavated from the Nineveh ruins after World War II. Unfortunately, gangs of criminals looted the repository of clay tablets, along with the rest of the museum, in April 2003. Since then, a global effort has been ongoing to return the upwards of 15,000 cataloged items that were removed.

While the museum itself has been cosmetically repaired, the state of the collection is quite poor. Two thirds of the 15,000 stolen artifacts have been tracked down by the FBI, UNESCO, the Manhattan District Attorney's Office, and U.S. Immigration and Customs Enforcement, and returned to the museum. Personnel and budget restraints have prevented much work from being done on items that are not for public display. That includes the vast majority of the thousands of tablets in the museum's collection.

Much of the information attached to each tablet was lost during the looting. Iraqis and visiting academics are working to go through these and other artifacts to reclassify them and match them to previous records.

Records from before the looting occurred are not digitized and are incomplete due to damage caused by criminals and the elements. New records are digitized and searchable, but are incomplete because of the time and money needed to create a scientifically accurate record. This is not merely an inventory. Each item is being reanalyzed and translated from scratch. But not every item has been subjected to this level of scrutiny.

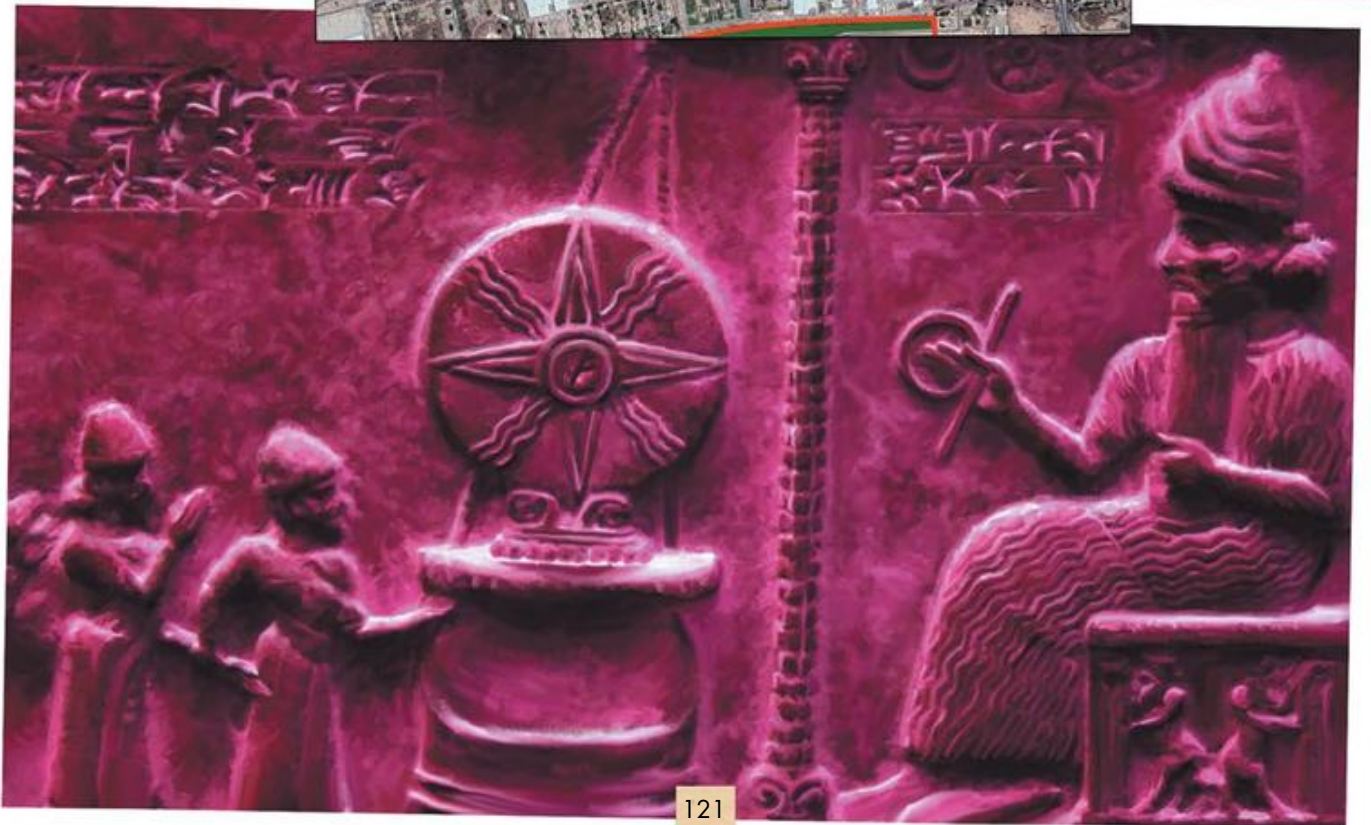
## Gaining Access

To get access to the Iraq Museum as anything other than tourists, the Agents have to contact the museum's directors and apply for permission to examine those parts of the museum's collection that are not on public display. This requires a successful **Archeology**, **Bureaucracy**, or **Persuade** roll.

If the Agents fail to get official permission to examine the Museum's collection, they can attempt to bribe their way in. Success requires a successful roll in either **Criminology** or **HUMINT** in and paying the equivalent of an **Unusual** expense.

An inventory and preliminary review of the museum's collection of *Winds Unknown to Adad* requires two successful tests, **Archeology** and **Foreign Language (Akkadian)**. Each attempt takes 1D4+1 days. (A fumble means damage to an artifact or accidentally offending museum staff, which must be smoothed over with bribery (another **Unusual** expense) or a **CHA×5** test for the Agents to keep trying.)







Succeeding at both tests means that the Agents learn what is described in “Preliminary Study” in **WINDS UNKNOWN TO ADAD** on page 187. The Agents know they have only identified a few tablets that appear connected to *Winds Unknown to Adad*. There are thousands still more tablets that have not been addressed. And more are in London.

### Long-Term Study

A thorough survey of the collection for tablets related to *Winds Unknown to Adad* requires a massive effort by dozens of experts. Accomplishing this requires the full support of the museum administration. Undoubtedly some of the experts working there will object to their work being interrupted by the Agents’ project. To cushion the blow, the Agents might have to resort to bribery (with a **Criminology** or **HUMINT** roll and an **Unusual** expense) to secure cooperation. Laundering the bribe through an academic grant will salve the indignity of everyone involved and add a +10% bonus to the roll. That in turn likely requires an Agent to roll the lower of their **Archeology** and **Bureaucracy** skills.

Another source of leverage with the Iraq Museum is Tariq Rassam’s collection of artifacts, at least the ones that aren’t dangerous. The Agents could allow the staff of the Iraq Museum access to the mundane tablets from Rassam’s collection. A previously unknown Akkadian religious text would be highly sought after and buy the Agents a lot of cooperation among the museum’s staff. Rassam’s Arabic translation of the tablets make it easy to ensure no forbidden knowledge is passed on.

If the Agents can obtain staff cooperation, it takes 1D4+1 weeks to complete the survey of the collection, confirm the tablets’ connection to *Winds Unknown to Adad*, and deliver translations. The Agents can collect photographs and translations. Under no circumstances are they allowed to remove the tablets from the Iraq Museum.

They finish the survey after the first week of that work. That reveals to the Agents that the collection does not have all the tablets. Tablets held in the British Museum might fill the gaps.

## London

The British Museum holds thousands of clay tablets excavated from the Library of Ashurbanipal in Nineveh during two digs in the mid-nineteenth century. The two sets of tablets were so badly mixed together that no one knew which tablets belonged with which larger work.

Tablets from *Winds Unknown to Adad* are languishing in the basements of the British Museum as part of the confusion of 30,943 tablets recovered from the Library of Ashurbanipal in Nineveh in 1849 and 1852. All of these tablets have been digitally photographed and stored in searchable databases—local, not online—noting the kind of clay used, the probable ages, and preliminary translations of the intact portions.

If the Agents go through their case officer, he says that he’ll have to get permission to send them to the UK. He says he doesn’t know why, only that if an operation takes place in UK territory, “there are protocols in place.” Within 24 hours, Gwin lets the team know their visit to the UK has been approved. If asked who approved it, Gwin only says, “people above our pay grade.”

The Program makes no provisions for the Agents to travel with firearms or to obtain them in the UK. Arranging the trip and flying to London takes two days.

### Research Without Help

It takes just a few hours to sort the collection by process of elimination, removing known texts covering legislation, diplomatic correspondence, agricultural records, treasury records, medicine, astronomy, and literature. This leaves hymns and incantations to a panoply of gods and demons. In this haystack hide critical pieces of *Winds Unknown to Adad*.

Sorting *Winds Unknown to Adad* from the other tablets requires a successful **Unnatural** skill test. Successful **Archeology** and **Foreign Language (Akkadian)** rolls each grant a +20% bonus, or +40% with each critical success. (A fumble incurs a –20% penalty.) Each attempt takes 2D4 days, or 1D4 days with a critical success. If the **Unnatural** roll fails, a



few tablets are identified but there are still gaps. They can try again.

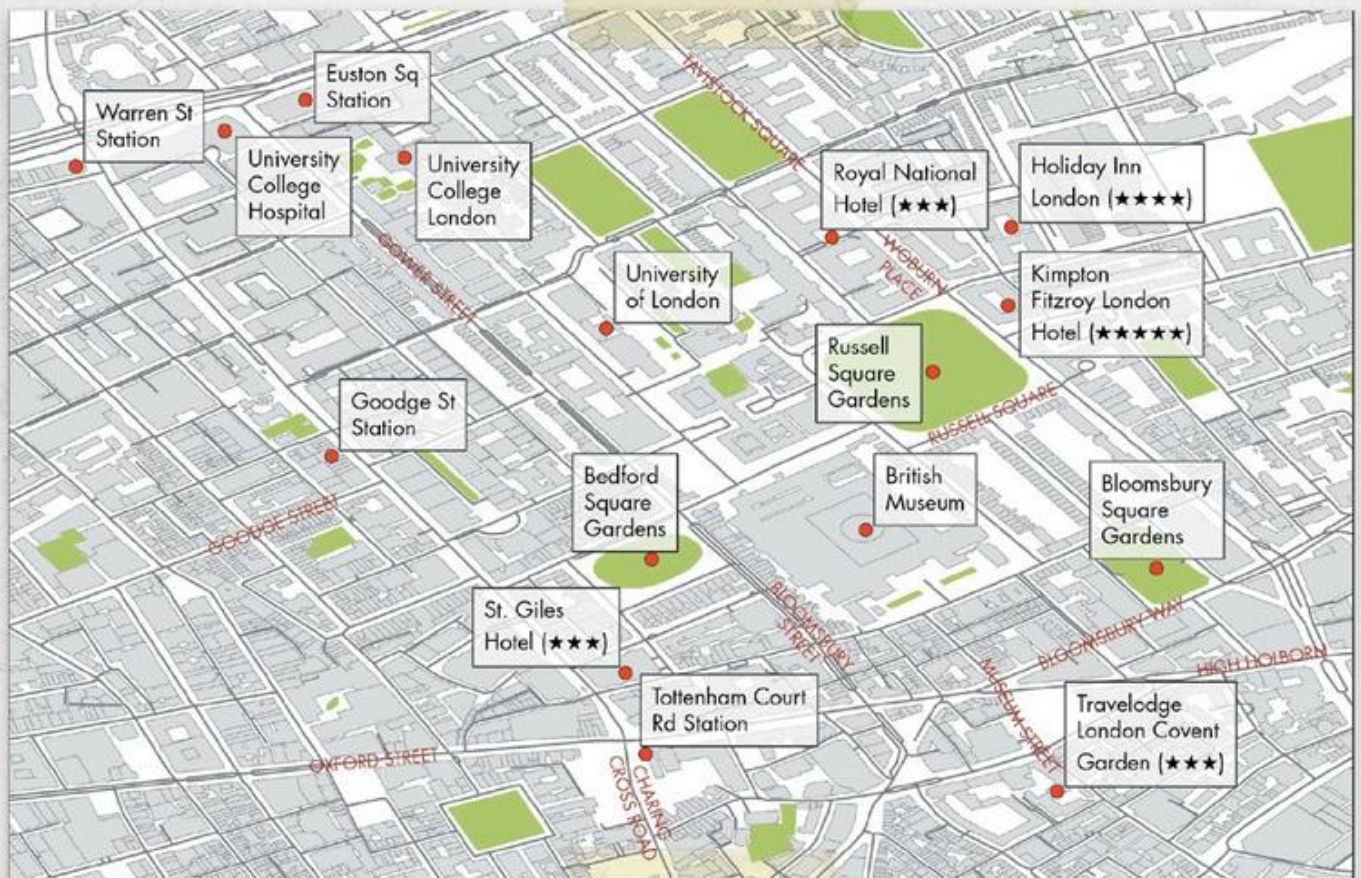
If an **Unnatural** roll is fumbled, the Agent becomes taken with some particular section or series of tablets. Choose a ritual from the description of *Winds Unknown to Adad*. The Agent gains a new disorder, an obsession with mastering that ritual. They devote all their time to it. Other Agents helping with the research may notice. Play out the potential conflict but make sure the obsessed Agent's player treats this effort as critically important. If the Agent devotes enough study time, they can attempt to master the ritual as described in the *Handler's Guide*. But *do not let the player make the learning roll*. Roll for them, secretly. Whatever you roll, tell them they have mastered the ritual. If the learning roll succeeds, they indeed master it. If it fails, their every attempt to use the ritual counts as one success level worse: a critical success is a success, a success is a failure, and a failure is a fumble.

When they realize they have not fully mastered the ritual, the obsession with mastering it returns.

Once the Agents succeed in the **Unnatural** roll, they have identified all the tablets in the collection that match *Winds Unknown to Adad*. The Agents can take away photos and translations, but under no circumstances will they be permitted to remove any tablets from the British Museum.

### An Approved Researcher

One benefit of keeping Col. Gwin in the loop is that he can provide the Agents with contact information for what he describes as an “approved researcher” to assist them. They have to drive an hour or so to Crawley, Sussex, to engage her. Gwin directs the Agents to tell Professor Hale nothing about why they are looking for the tablets. They should only show Hale photos and translations of the tablets that bracket each gap in *Winds Unknown to Adad*. She should never be shown the complete assembled text.





The researcher is Emmaline Hale, a 70-year-old retired professor of Mesopotamian archeology from the University of Cambridge. If the Agents call Hale to arrange her services, she agrees to speak with them. She says that she was told they would be calling, but does not say by whom, especially on the phone. She says only that “everything’s been approved.” She arranges a time to see them at her home, about 55 km from the British Museum.

Hale lives in a mid-size house mostly given over to books in a dozen languages on history, the occult, espionage, mythology, archeology, and religion. She has a well-trained Irish wolfhound named Oak, who growls angrily at anything unnatural. She has no immediate family.

Before teaching at Cambridge, Hale served as an analyst for MI6 and the British unnatural investigative agency PISCES from 1977 to 1999. She was never

highly placed in either agency, but she saw enough to fear the possibility of unnatural infiltration.

Her relevant skills are **Unnatural** 5%, **Archeology** 65%, and **Foreign Language (Akkadian)** 45%. She can attempt the rolls described in **RESEARCH WITHOUT HELP** on page 122.

After Hale hears the Agents’ pitch about matching tablets from Iraq to tablets from the Library of Ashurbanipal, she agrees to help. She is very familiar with the Ashurbanipal collection, having translated hundreds of tablets herself. She works for £300 per day, but the Agents must arrange her transport and lodging in London. She prefers the nearby Cheshire Hotel. It amounts to an **Unusual** expense for each week’s work.

Hale knew of Rassam. She tries to keep that recognition to herself, but a single Agent interviewing her when it comes up can attempt a **HUMINT** test to notice it. They did not know each other personally,





but several of her academic mentors had been his classmates in the 1950s. She occasionally crossed paths with him from afar, corresponding on minute matters of research and language. Long after she left MI6, she pieced together that he must have been the secret intelligence source behind a few operations that dealt with Iraqi academia. She did not know of Rasmussen's involvement with the unnatural. She means to inform her contacts at PISCES, just in case anyone else had dealings with him that might have been affected without their knowing.

Every seven days after the Agents contact Hale, they may make **Alertness** rolls. Success detects that they are being followed. When driving, it's by a rotating tail of multiple cars. When walking or working in the British Museum, it's by a rotating team of pavement artists. Their tails are from PISCES, just keeping an eye on the Agents' activities. They do not interfere with the Agents, and they retreat if confronted. If the

Agents tell Hale they are being tailed, she assures them, "It's just our minders watching over us. Nothing to worry about." She does not expand on this.

If the Agents overreact, the PISCES agents respond with lethal force only if their lives are in danger. If the Agents try grabbing a PISCES agent and roughing them up, an armed police unit shows up, arrests the Agents, and leaves them in a nondescript cell while PISCES and the Program negotiate the incident. After about eight hours, the police drive the Agents to Heathrow airport, uncuff them, put them on a plane to Paris, and ensure they stay on the plane until it takes off.

If the Agents have been kicked out of the UK, Hale still answers their calls and agrees to continue the work, but she doubles her price since the Agents have managed "to prove yourselves Americans in all the worst ways." She sends photos and translations of the missing tablets from *Winds Unknown to Adad* via private courier in 4D10 days.





# Characters

When the Agents seek a contact in one of the intelligence services featured in this scenario, use one of these characters. It could be a contact developed from previous experience in this part of the world, or a contact of a contact of a contact. There is no trust to be found or earned. The intelligence officers described here are not emblematic of their agencies or their cultures. They represent compromised individuals the Agents can exploit.

See page 83 for stats for retired Delta Green agent "Sloan."

## Irene Hovhannisyan

Service: *American intelligence*. Nationality: *United States*. Native Language: *English*. Location: *Al Udeid Air Base, Qatar*.

Irene Hovhannisyan is a third-generation Armenian-American. She is married but uses her family name for work, especially when overseas. Her daughter Elena attends Harvard and her son Mark attends MIT.

Hovhannisyan has a vast amount of access. There is little intelligence from the theater she can't get her hands on. Her ability to task SIGINT is extremely high, and she can lobby for military strikes on a higher bureaucratic level than the Agents can reach.

## Irene Hovhannisyan

*CIA Assistant Deputy Director of Middle Eastern Operations, age 48*

**STR 10 CON 13 DEX 10 INT 13 POW 12 CHA 14**  
**HP 12 WP 12 SAN 60 BREAKING POINT 48**

**SKILLS:** Alertness 61%, Athletics 56%, Bureaucracy 69%, Criminology 41%, Computer Science 22%, Disguise 47%, Drive 59%, Firearms 50%, Foreign Language (Arabic) 43%, Foreign Language (Armenian) 57%, Foreign Language (Kurdish) 44%, Foreign Language (Turkish) 48%, HUMINT 64%, Persuade 60%, Search 47%, SIGINT 42%, Stealth 43%, Swim 39%, Unarmed Combat 51%

**ATTACKS:** *Unarmed* 51%, 1D4-1.



**PROFESSIONAL NEEDS:** Hovhannisyan is under pressure to deliver dead ISIL leaders. She's also looking for any way to make the various anti-Assad jihadi militias in Syria look less like Al-Qaeda. That way, the CIA can justify arming them to destabilize Syria. The Agents will likely only be able to help her with that kill-list, especially if they can deliver the head of ISIL counterintelligence for Mosul.



**PERSONAL NEEDS:** Between her kids' college bills and botched real-estate investments by her husband, Hovhannisyan's debts are placing her security clearance in danger. Financial woes make her vulnerable to foreign recruitment. The Agents' best means for leveraging her is either to threaten to reveal her financial situation, to help her out by pointing towards investments she can turn around quickly, or to arrange low-interest loans so she can pay off and sell her underwater properties.





## Brigadier General Reza Aslani

Service: *Iranian Quds Force*. Nationality: *Iranian*. Native Language: *Persian*. Location: *Al-Kiswah, Syria, 13 km south of Damascus*.

Aslani is a decorated veteran of the Iran-Iraq war and a 20-year veteran of the elite Quds Force. He has access to Iranian and Syrian intelligence files and a great deal of ISIL information. Quds Force has recruited a number of former ISIL fighters as intelligence agents, penetrating as far as Raqqa and Mosul.

### Brig. Gen. Reza Aslani

*Iranian Revolutionary Guards, Quds Force liaison to the Syrian Arab Army, age 57*

**STR 12 CON 11 DEX 12 INT 16 POW 10 CHA 11**  
**HP 12 WP 10 SAN 41 BREAKING POINT 40**

**SKILLS:** Alertness 59%, Athletics 41%, Bureaucracy 66%, Criminology 56%, Computer Science 33%, Disguise 35%, Drive 44%, Firearms 65%, Foreign Language (Arabic) 68%, Foreign Language (English) 47%, Foreign Language (Turkish) 41%, HUMINT 66%, Military Science (Land) 58%, Persuade 78%, Search 65%, SIGINT 33%, Stealth 58%, Unarmed Combat 64%

**ATTACKS:** *PC-9 ZOAF pistol* 65%, damage 1D10.  
*Unarmed* 64%, 1D4-1.

**PROFESSIONAL NEEDS:** Brigadier General Aslani is always hungry for intelligence on the United States, Saudi Arabia, Israel, and Turkey. Iran sees those states as the most dire threats in the region.



**PERSONAL NEEDS:** Aslani is driven by ambition and jealousy of the Quds Force commander, Major General Qasem Soleimani. Aslani believes Soleimani has given him the most difficult and unglamorous work in the battle against what he sees as Sunni genocide of Shias in Iraq and Syria. More than anything, he'd like to see his work with the Syrian Arab Army recognized by the Iranian Supreme Leader.



At any time while Aslani is dealing with the Agents, Aslani may try to make a move against Soleimani. He may try to leverage an operational success into political capital, go over his commander's head, or use information the Agents brought him to implicate Soleimani in a scandal. Then Aslani will disappear. There are rumors that he was recalled to Iran, but he is never heard from again.

## Colonel Usama Alwan

Service: *Iraqi Intelligence Service*. Nationality: *Iraqi*. Native Language: *Arabic*. Location: *Kirkuk, Iraq*.

Colonel Alwan is a Shia Arab who has a superlative knowledge of all the political, ethnic, and religious militias operating in Iraq. He comes from a sectarian point of view, seeing the Sunni Arabs as a continuing threat to the other religious and ethnic groups in the Middle East. Alwan has excellent contacts with the Iranian Quds Force, having worked with them since 2014 during the campaign to retake Tikrit from ISIL. He manages multiple networks of spies behind ISIL lines and has contacts with resistance fighters of the so-called Mosul Battalions.

### Col. Usama Alwan

*Assistant Director for Counter-Intelligence, Iraqi Intelligence Service, age 44*

**STR 11 CON 12 DEX 10 INT 15 POW 11 CHA 13**  
**HP 12 WP 11 SAN 53 BREAKING POINT 44**

**SKILLS:** Alertness 59%, Athletics 54%, Bureaucracy 44%, Criminology 52%, Computer Science 10%, Disguise 68%, Drive 48%, Firearms 64%, Foreign Language (English) 45%, Foreign Language (Persian) 46%, HUMINT 63%, Persuade 56%, Search 53%, SIGINT 15%, Stealth 63%, Swim 47%, Unarmed Combat 67%.

**ATTACKS:** *Beretta M9 pistol* 64%, damage 1D10.  
*Unarmed* 67%, damage 1D4-1.



**PROFESSIONAL NEEDS:** Alwan has about half the money and equipment he needs to run his networks. He is always in the market for more communications equipment and more hard currency. And he is always in the market for access to SIGINT on the Kurds and the Iranians.



**PERSONAL NEEDS:** Espionage in Iraq is often a matter of family. The personal relationships of family members are often the most reliable kind of loyalty in a region where many regard the concept of "nation" as deeply dubious. Many operatives in Alwan's espionage networks are members of his extended family. He worries that even after the defeat of ISIL, his family members will be on a jihadi death list somewhere. He's very interested in obtaining U.S. visas to get these family members out of Iraq after the end of hostilities.



## Major Alem Jamail

Service: *Iraqi Special Operations Force*. Nationality: *Iraqi*. Native Language: *Arabic*. Location: *Counter-Terrorism Service headquarters, near Baghdad International Airport, Baghdad, Iraq*.

Jamail has been intimately involved with ISOF's fight against ISIL around Mosul for the past two years. Soldiers who owe their advancement to him know Mosul well and have intelligence sources in the city. Jamail has worked with CIA advisors and with U.S. special forces advisors sent to assess ISOF and other Iraqi forces after ISIL's 2014 expansion. He knows the plan to retake Mosul inside and out: all 14 Counter-Terrorism Service battalions will attack the city, seizing positions where CTS officers can establish command posts to call in airstrikes from American and French allies. Jamail would be an enormous asset for the Agents as they try to infiltrate Mosul ahead of the main assault.

### Maj. Alem Jamail

Administration Officer, 1st Battalion, 1st Special Operations Brigade, Iraqi Special Operations Force, Counter-Terrorism Service, age 51

**STR** 13 **CON** 12 **DEX** 9 **INT** 14 **POW** 11 **CHA** 12  
**HP** 13 **WP** 15 **SAN** 49 **BREAKING POINT** 44

**SKILLS:** Accounting 50%, Alertness 57%, Athletics 41%, Bureaucracy 50%, Criminology 50%, Computer Science 40%, Demolitions 30%, Firearms 52%, Foreign Language (English) 40%, Heavy Weapons 40%, Melee Weapons 50%, Military Science (Land) 60%, Navigate 40%, Persuade 60%, SIGINT 40%, Stealth 40%, Survival 40%, Swim 43%, Unarmed Combat 58%

**ATTACKS:** Berretta 92FS pistol 52%, damage 1D10.  
Unarmed 58%, damage 1D4.



**PROFESSIONAL NEEDS:** Jamail is a political animal from the camp of previous Iraqi Prime Minister Maliki. He has struggled to maintain his influence under Prime Minister Al-Abadi since 2014. Al-Abadi implemented policies that weakened Shia officials like Jamail, integrating Sunnis back into Iraqi government and sharing half of the oil revenue in Kurdish oil fields with Kurds. Further, Al-Abadi has been critical of U.S. policies dealing with ISIL and favors cooperation with Russia and Iran. Jamail offers that as proof that the Agents ought to work with people like himself, who see what is at stake and want to help the Americans. Jamail wants commitments that he and his officers will have priority when they call for American aid. He wants his missions to be the ones that always succeed. If Jamail realizes that the Agents are working outside the usual JSOC channels, however, filling his professional need will not be enough to secure his cooperation.



**PERSONAL NEEDS:** Al-Abadi's reforms hurt Jamail in a more personal way when the prime minister removed 50,000 "ghost soldiers," troops getting paid without actually serving, from Iraqi military payrolls. Jamail has two sons whose salaries as ghost soldiers supported them in college and in graduate school in the U.S., where they pursue doctorates in the sciences. Jamail says he has gone more than \$30,000 in debt to make up the difference in the last two years, taking out loans from Litifaq Bank in the Hayy al-Jami'a neighborhood, where his family has its home. Even worse, Litifaq Bank was taken over six months ago by Samir Hamaad, a local crime boss who has threatened Jamail ever since. Hamaad has taken to working out of the bank at night after employees go home. Jamail wants the CIA to secure lucrative enough scholarships for his sons to complete their degrees so he can begin getting out of debt. Failing that, he would settle for the Agents bombing the bank at night and pinning it on ISIL. Jamail admits he could easily destroy the gangster by bringing official action, but that would reveal his own folly in going into such debt with the bank, even though it was then legitimate. It would ruin his career. If the Agents investigate Jamail further, they may find that he did not in fact take out loans from the bank. He has instead been using his position to extort money from criminal gangs. Hamaad balked at paying Jamail protection. Jamail wants to make an example of him. But will even that outweigh Jamail's use as an asset?





## Uri Degan

Service: *Mossad*. Nationality: *Israeli*. Native Language: *Hebrew*. Location: *Erbil, Iraq, capital of the Kurdistan Region*.

Degan has deep access to Mossad's intelligence files. His mission is to ensure that Iran does not consolidate its position in Syria or develop a better position in Iraq. Sometimes that means aiding Sunni jihadis and Kurdish nationalists, so Degan has good contacts with both. Many Israelis feel some affinity for the Kurds as an oppressed and, until recently, stateless people. As for Sunni jihadis, Degan has no fear of them. Shia groups such as Hezbollah in Lebanon, the Alawites in Syria, and the Islamic Republic of Iran worry him far more.

### Uri Degan

*Mossad Katsa or intelligence collection officer, age 51*

**STR 9 CON 12 DEX 10 INT 17 POW 12 CHA 12**  
**HP 11 WP 12 SAN 45 BREAKING POINT 35**

**MOTIVATIONS AND DISORDERS:** Addiction to Gambling.

**SKILLS:** Alertness 65%, Athletics 53%, Bureaucracy 67%, Criminology 69%, Computer Science 21%, Disguise 57%, Drive 40%, Firearms 67%, Foreign Language (Arabic) 58%, Foreign Language (English) 59%, Foreign Language (Persian) 34%, HUMINT 74%, Military Science (Sea) 71%, Persuade 69%, Search 68%, SIGINT 52%, Stealth 56%, Swim 76%, Unarmed Combat 71%.

**ATTACKS:** CZ75 Pistol 9mm 67%, damage 1D10.

Unarmed 71%, damage 1D4-1.

 **PROFESSIONAL NEEDS:** Degan is looking for anything that will prolong the Syrian civil war or support Kurdish independence in Syria, Iraq, Iran, and Turkey. He values anything the Agents can provide that helps the Kurds or hurts the Iraqis, Syrians, or Iranians.

 **PERSONAL NEEDS:** Degan has seen and done more than his fair share of ugly and terrifying shit, and it's wearing him down. He copes with the stress by gambling. Unfortunately, that comfort has gotten away from him. He dips into operational funds to cover his gambling debts, disguising the losses as payments to informants. Degan could really use some actual intel from these imaginary informants, especially on Iran and Syria. And with some cold cash, he could finally win back the money he lost.

## Kadir Sadeghi

Service: *Peshmerga*. Nationality: *Iraqi*. Native Language: *Kurdish*. Location: *Erbil, Iraq, capital of the Kurdistan Region*.

Through the Peshmerga, Kadir Sadeghi has access to all the non-Kurdish militia groups fighting alongside the Kurds. These groups are a treasure trove of local intelligence and are highly motivated in their fight against ISIL. He works well with the Shia from the Iraqi Intelligence Service and has frequent contact with the Israeli Mossad. The combination of relationships means he has some of the best networks in ISIL-occupied northern Iraq.

### Kadir Sadeghi

*Deputy Director for External Operations, Peshmerga, age 38*

**STR 12 CON 13 DEX 10 INT 14 POW 13 CHA 11**  
**HP 13 WP 13 SAN 60 BREAKING POINT 52**

**SKILLS:** Alertness 55%, Athletics 69%, Bureaucracy 47%, Criminology 50%, Computer Science 26%, Disguise 37%, Drive 43%, Firearms 61%, Foreign Language (Arabic) 65, Foreign Language (Turkish) 67%, HUMINT 55%, Persuade 68%, Search 56%, SIGINT 27%, Stealth 57%, Swim 30%, Unarmed Combat 60%.

**ATTACKS:** Colt 1911 .45 pistol 61%, damage 1D10. Unarmed 60%, damage 1D4-1.

 **PROFESSIONAL NEEDS:** Kadir Sadeghi is desperately short of signals technical intelligence. He's particularly interested in what the Turks are doing to support ISIL while it fights the Kurds in Syria. Obviously, passing along intelligence on NATO ally Turkey is not the sort of thing the Agents are authorized to do.

 **PERSONAL NEEDS:** Kadir is not a huge fan of the Barzani clan that currently runs the Kurdistan Regional Government. He was aligned with the Talibani clan during the Kurdish civil war of the mid-1990s and remembers how the Barzanis worked with Saddam Hussein to kill their fellow Kurds. He would love to get his hands on intel that would implicate the Barzanis in some scandal, especially if it is linked with their smuggling interests with Turkish officials on the other side of the border.



## Colonel Ghassan al-Noury

Service: *MID*. Nationality: *Syrian*. Native Language: *Arabic*. Location: *Aleppo, Syria*.

Col. Al-Noury has deep contacts with ISIL from the days when Syria supported their fight against American forces in Iraq. Now he has turned these connections towards infiltrating ISIL. He is well connected with the Iranian Quds Force and on good terms with its commander, Major General Qasem Soleimani.

### Col. Ghassan al-Noury

*MID Director of political intelligence, Aleppo*

*Governate, age 56*

**STR** 10 **CON** 8 **DEX** 9 **INT** 17 **POW** 13 **CHA** 15  
**HP** 9 **WP** 13 **SAN** 60 **BREAKING POINT** 52

**SKILLS:** Alertness 68%, Athletics 38%, Bureaucracy 72%, Criminology 65%, Computer Science 22%, Disguise 30%, Drive 37%, Firearms 51%, Foreign Language (English) 47%, Foreign Language (Hebrew) 43%, Foreign Language (Persian) 30%, HUMINT 78%, Military Science (Land) 66%, Persuade 69%, Search 56%, SIGINT 44%, Stealth 48%, Swim 33%, Unarmed Combat 53%.

**ATTACKS:** *Makarov pistol* 51%, damage 1D8.

*Unarmed* 53%, damage 1D4-1.

**PROFESSIONAL NEEDS:** Col. Al-Noury needs anything he can get on ISIL in Syria, especially where it concerns the forces holding out in eastern Aleppo. He's also in the market for whatever the Agents can tell him about Irene Hovhannisyanyan's efforts to polish up former Al-Qaeda jihadis in Syria so the CIA can ship arms to them. (See **IRENE HOVHANNISYAN** on page 126.)

**PERSONAL NEEDS:** Despite being a loyal Ba'athist and a member of the Shia Alawite sect, Al-Noury suspects that as the Syrian civil war winds down, his number may be up. He was too frank in his criticism of leaders' decisions early in the war. Even worse, he was proven right. He often had to clean up messes his superiors made. That is the sort of thing they will never forgive. What Col. Al-Noury needs now is the option of escaping Syria before his competence, drive, and usefulness to the regime are no longer a shield. He failed to be corrupt enough to sock away funds to get himself, his wife, and his three daughters out of the country. Anyone who can arrange for his defection will find him extremely cooperative. Of course, the Agents will need him to stay in place. He demands to defect as soon as possible after making a deal.

## Major Halit Takindor

Service: *MİT*. Nationality: *Turkish*. Native Language: *Turkish*. Location: *Silopi, Turkey*.

Major Takindor has contacts inside ISIL, drawn from Turkey's policy of aiding ISIL so long as it attacks Kurdish strongholds in Syria. He also has deep contacts with smuggling cartels that operate all along the Turkish border with Syria, Iraq, and Iran. His assistance improves the chances of moving assets or agents around ISIL territory by +20%.

### Maj. Halit Takindor

*MİT Counter-Terrorism officer, age 41*

**STR** 12 **CON** 11 **DEX** 11 **INT** 15 **POW** 13 **CHA** 13  
**HP** 12 **WP** 13 **SAN** 59 **BREAKING POINT** 52

**SKILLS:** Alertness 68%, Athletics 69%, Bureaucracy 60%, Criminology 58%, Computer Science 18%, Disguise 32%, Drive 67%, Firearms 68%, Foreign Language (Kurdish) 43%, HUMINT 64%, Military Science (Land) 48%, Persuade 65%, Search 70%, SIGINT 19%, Stealth 68%, Swim 61%, Unarmed Combat 65%.

**ATTACKS:** *P229 .40 caliber pistol* 68%, damage 1D10.

*Unarmed* 65%, damage 1D4-1.

**PROFESSIONAL NEEDS:** Takindor would love more dirt on the Kurds. His number one priority is keeping the Kurds in Turkey from getting any idea that they could have the same degree of autonomy as the Kurds in Syria and Iraq. He readily trades for any intelligence that links Kurdish Regional Government officials to Turkey's PKK Kurdish rebels, who have been designated a terrorist group by the U.S. State Department.

**PERSONAL NEEDS:** After over two decades on Turkey's southern borders, Takindor's most pressing issue is finding someone to launder all the money he's made by taxing smuggling operations in his area. More specifically, the profits he has not shared with his superiors. If they were to find out how much money he's failed to report and divvy up with his fellow MİT officers, he might quickly find himself "killed by a Kurdish terrorist." The Agents could earn an **Extreme** favor from him by undertaking the equivalent of a **Major** requisition to send a few hundred thousand dollars through shell companies and CIA slush funds to Takindor's Swiss or Panamanian bank accounts. That is, needless to say, flagrantly illegal.







Mosul University

Ruins of Nineveh

Safehouse

Mosul

Dabiq Offices

Hamza Home

Amn Al-Dakhili HQ

Mosul General Hospital

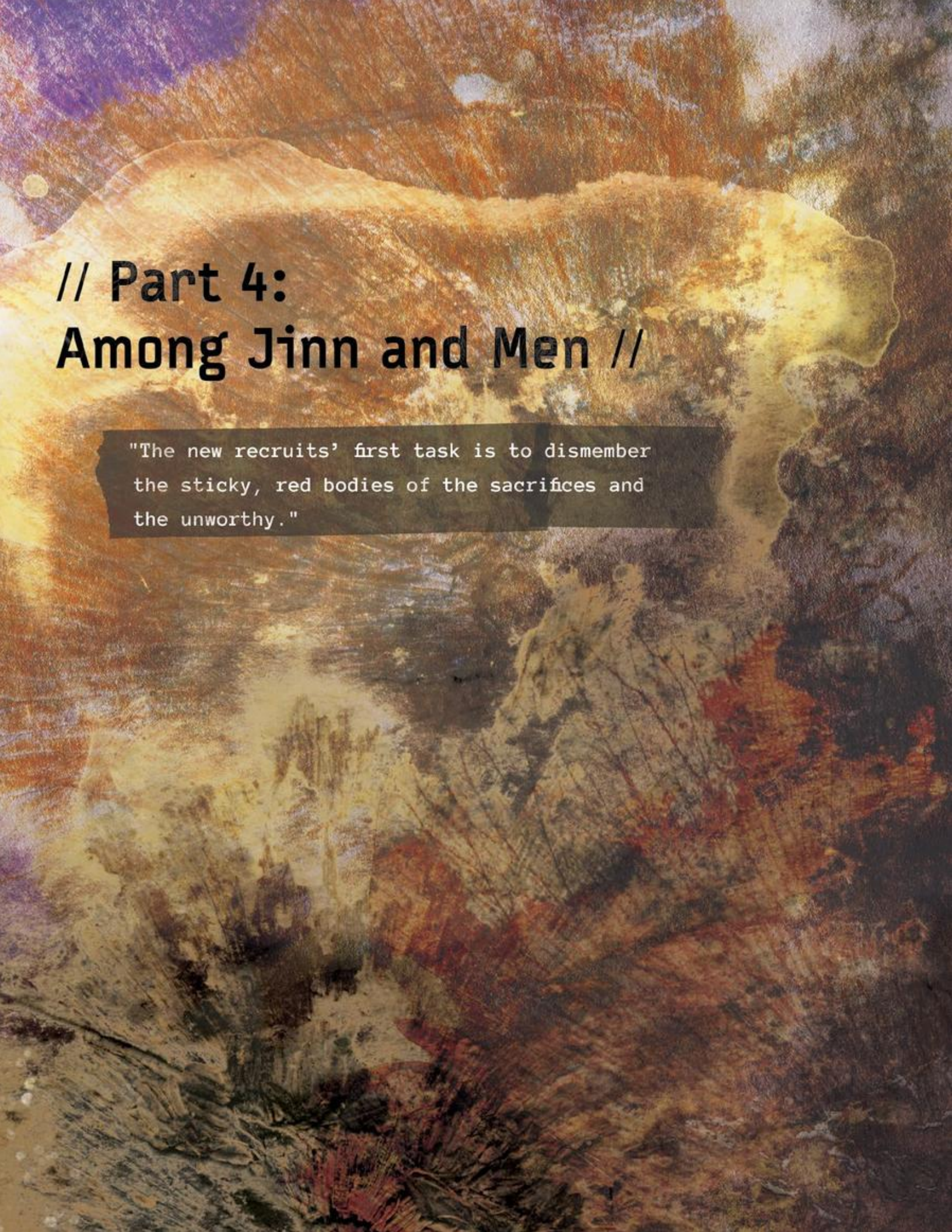
Amn Al-Dawla HQ

Al-Jabari Home

Mosul Airport

Rassam Home





## // Part 4: Among Jinn and Men //

"The new recruits' first task is to dismember  
the sticky, red bodies of the sacrifices and  
the unworthy."







# Part 4:

## Among Jinn and Men

Confronting the Father of War at last means crossing from Kurdish-controlled areas into ISIL territory and ultimately Mosul itself. Operation BONE BOX cannot be concluded via proxy forces and intelligence assets. A drone strike could kill the Sons of War; it would not trouble the Father of War. And the response would only expose more people to its threat. The Agents must neutralize the Father of War themselves.

It's a journey of about 180 km by air or 200 km or more by road. In normal times, it's a jaunt. An hour or two. These are not normal times.

## Agents in Mosul

See **TASK FORCE 01132** on page 70 for notes about pregenerated Agents prepared for this scenario.

### New Agents

If the players prefer to create their own Agents, they should match the mission's particular requirements. This may make it highly unlikely for Agents from an ongoing campaign to fit in. If you have an ongoing campaign, you could play this operation as events that the players' regular Agents learn about later, perhaps

investigating its aftermath. Agents who do not fit the mission profile could also simply remain at the U.S. base at Kirkuk Airport, monitoring the other Agents' progress on the ground.

### Requirements

For successful infiltration of ISIL-occupied Mosul, Agents assigned to this mission must:

- » Have at least 40% skill in **Foreign Language (Arabic)**.
- » Not have any tattoos or body modifications. Both are considered *haram* or forbidden by the extreme version of Islam practiced by ISIL.
- » Male Agents must have beards with a minimum length equal to the breadth of two fingers. Preferable length is the breadth of hand.

### Recommendations

Beyond the most essential requirements, Agents are preferred if:

- » They have previous experience of an on-the-ground deployment to northern Iraq and Mosul. This could include Agents with the following experience:

## Female Agents in Mosul

ISIL's restrictions on women are draconian. Mere communication between a woman and a man who are not related by blood or marriage threatens unwanted attention and can lead to violent repercussions. To keep their cover, female Agents going into Mosul must travel as the wives or daughters of male Agents, or else pose as ISIL "religion police," officers of the tiny Al-Khansaa Brigade.

Al-Khansaa Brigade is tasked with enforcing the laws on other women's behavior: arrests, beatings, lashings, or worse for wearing the wrong clothes or presenting insufficiently meek attitudes. Members are often drawn from foreign recruits, are 18 to 25 years old, and trained for a month. They are said to be the only women in ISIL allowed to drive and carry weapons.

Posing as Al-Khansaa provides a useful excuse for travel. But the "brigade" is small, only a few dozen strong when it formed in 2014. Agents must take care if they encounter anyone who knows its members.



- › U.S. military forces
- › CIA operators and case officers
- › State Department personnel
- › Government contractors from private companies
- » They have combat experience.
- » They are male, or they can maintain a convincing pretext to avoid suspicion. See **FEMALE AGENTS IN MOSUL** on page 134.
- » They have good understanding of the Quran and the Hadiths. A scholar's understanding is not required. There is a high degree of Quranic illiteracy to be found among ISIL officials and recruits. But familiarity is necessary.
- » They each have at least 40% skill in **Foreign Language (Kurdish)** or **Foreign Language (Turkish)**.

## Planning for Infiltration

The Program case officer, Col. Gwin, goes over the Agents' infiltration plan in great detail over the days and weeks as they conduct research and gather intelligence.

### Clandestine or Covert?

Operating in ISIL territory will likely require a mix of *clandestine* and *covert* tactics.

Clandestine tactics involve operating in a way that prevents the enemy from detecting the team's presence at all: under cover of night, dodging patrols, avoiding checkpoints, and so on. The team could arrive via night-time helicopter insertion near Mosul, with extraction performed in a similar fashion at a predetermined time and place. In the long term, however, Agents decked out like Delta Force commandos are unlikely to be able to remain undetected in Mosul for very long. They need to work covertly, too.

Covert tactics involve operating in a way that convinces the enemy that the team's presence is either authorized or does not pose a threat, such as appearing to be loyal civilians or members of ISIL security forces. The option that provides the greatest freedom of movement may be to pose as members of ISIL's counterintelligence service, Amn al-Dawla. The Agents must hope their documents, accents, and familiarity with local customs survive scrutiny. The number of Amn al-Dawla agents in Mosul is quite small and closely knit. If the Agents encounter genuine Amn al-Dawla officials, their cover has a chance of holding up only if the Agents can persuasively claim to be from another region, such as the capital Raqqa.

The best strategy will involve not just a mixing of clandestine and covert tactics, but also a rotating mix of cover identities. The Program can help with that.

## Going Undercover

An Agent with Arab or Kurd ethnic background and **Foreign Language (Arabic)** or **Foreign Language (Kurdish)** skill at 50% can pass as native to the region. Other characters can pass as foreign fighters who joined ISIL. Most fighters from outside the Middle East come from Russian, Uzbek, French, or African backgrounds. Those from any other regions are exotic and attract attention. An Agent posing as one of those backgrounds must speak its language with at least 50% skill to fool anyone who is truly a native.



## Tooling Up

As long as the Agents are in Kirkuk, they can requisition the assets of the U.S. Central Command (CENTCOM). Of course, the more firepower the Agents want, the longer it takes to arrange, the more attention it attracts, and the greater the potential repercussions.

The Program's intent is for the Agents to leave as small a footprint as possible in Mosul. They are to quietly look for clues, confirm the target, and neutralize it.

To avoid attention in Mosul, the Agents must be equipped in ways that will allow them to blend in with military operations in the area. The night-vision goggles and high-tech devices so ubiquitous among U.S. special operators are rare among ISIL fighters. The best they can hope to openly carry might be badly scuffed Russian night-vision goggles.

## Typical ISIL Kit

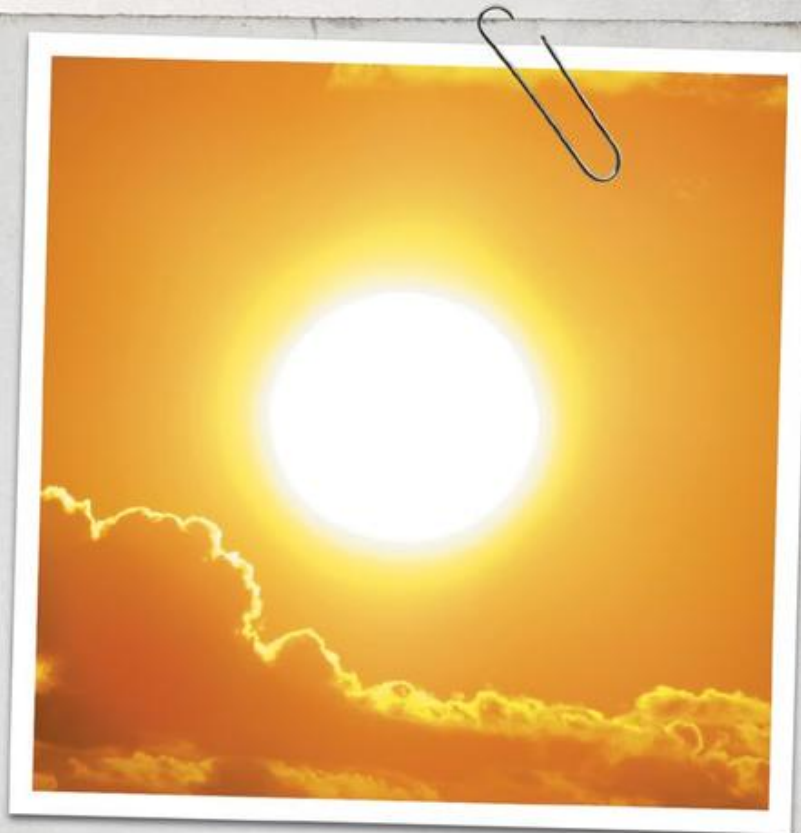
- » AK-47 assault rifle (or another Russian or Chinese rifle) with a sling and one 30-round magazine\*
- » Soviet-pattern web gear with ammo pouches holding six rifle magazines\*
- » Soviet-pattern AK bayonet\*
- » Canteen
- » Belt bag with rations for two days in the field
- » A mix of paramilitary and civilian clothes and Chinese surplus combat boots
- » Balaclava
- » Personal grooming kit put together with items readily found inside Mosul.
- » Identity papers for the Islamic State

\* Because of the large stores of weapons seized when ISIL took over Mosul, U.S. weapons like the M-4 carbine are also common in the area and can be substituted.

## Temperature and Hydration

The average high temperature in this part of Iraq starts modest and gets very hot. Even the lows at night are going to be uncomfortable. This can cause health problems even when the Agents aren't out in the field. When June and July roll around, Agents with **Survival** 30% or higher automatically maintain good hydration and protection from the sun and can make sure others do as well. An Agent who carries on in bad conditions without enough shade and water loses one point from Strength, Dexterity, Constitution, and Intelligence every six hours. Lost stat points return at one per day in each stat.

| Month | High           | Low           |
|-------|----------------|---------------|
| April | 26° C (79° F)  | 10° C (50° F) |
| May   | 33° C (91° F)  | 15° C (59° F) |
| June  | 39° C (102° F) | 19° C (66° F) |
| July  | 43° C (109° F) | 23° C (73° F) |





## The Front

The idea of a “front line” in the Mosul fighting is fluid. Kurdish units are advancing on ISIL positions, carefully navigating the maze of bombs left behind by the retreating enemy. Some ISIL foreign fighters are left behind to make suicidal last stands in villages, using the local population as human shields. For such a large area, there are actually relatively small numbers of troops deployed.

If the Agents see any fighting, they should be struck by the lack of mercy on both sides. Plenty of casualties appear to have been finished off after surrendering, or after being so badly wounded that they could not fight back. The Peshmerga do their best to keep war crimes out of sight of U.S. personnel. They usually leave such crimes to local militias who have personally suffered at the hands of ISIL.

Peshmerga forces are accompanied by militias made up of other ethnic groups from Nineveh Province: Sunni and Shiite Arabs, Assyrian Christians, even much-persecuted Yazidis. Working with the militias reduces perceptions of the assault as a Kurdish or sectarian grab for territory.

Villagers point out collaborators who, a year earlier, had denounced them or their loved ones to ISIL. The collaborators are dealt with harshly, with beatings, vandalism, theft of property, and extra-judicial killings. It's an ugly fight. ISIL is owed a lot of payback.

## Getting Into Mosul

Every way into Mosul has risks.

### Paradrop

An air insertion could be carried out at night while employing high-altitude, low-opening (HALO) tactics to reduce the risk of attention on the ground. But it is highly likely to attract attention from the American military. Combat paradrops are so risky that they gain approval only from high echelons and only when necessary to seize and hold a critical asset. Air crews must be prepared and briefed. Arranging it requires an **Extreme** military requisition.

All Agents must have special training in the use of parachutes. They must breathe pure oxygen for at least a half hour before the jump and during freefall to avoid getting the bends from the rapid pressure change. It is dangerous.

The Agents must designate a leader whom the others try to follow so they land near each other. The leader must make a DEX×5 roll. A critical success puts the Agents so close to their objective they can enter Mosul without having to roll on the **ENCOUNTERS IN ISIL TERRITORY** table on page 140. A success means only one encounter roll is required.

A failed roll by the leader means they land so far away, or so close to watchful individuals, that three rolls on the table must be resolved. A fumble means

| Mode of Travel | From Kirkuk to War Zone | Through War Zone to Mosul |               | Through Mosul to Safehouse |            |
|----------------|-------------------------|---------------------------|---------------|----------------------------|------------|
|                | Time                    | Time                      | Encounters    | Time                       | Encounters |
| Paradrop       | Less than an hour       | 30 minutes                | 1             | n/a                        | n/a        |
| Helicopter     | 30 minutes              | 1 or 2 hours              | 1 per hour    | n/a                        | n/a        |
| Ground Vehicle | 1 hour*                 | 2 hours*                  | 1 per hour    | 3 hours                    | 2 per hour |
| Foot           | 12 hours                | 20 hours                  | 1 per 6 hours | 4 hours                    | 1 per hour |

\* Double the time for cross-country/off-road vehicle travel but halve the frequency of encounters.





the Agent must roll again. If the second roll fails, the Agent's parachute malfunctions and there isn't time to deploy the reserve chute before the Agent falls to the earth and dies. If the second roll succeeds, the Agent has a close call, costing 0/1 SAN from helplessness, but lands safely. The effects of a failed roll still apply.

Then each follower must make a **DEX**×5% roll. Success lands that Agent safely near the leader. Failure means the Agent lands isolated and must negotiate the terrain alone to rejoin the rest. That requires a **Navigation** test, which can be attempted once per hour. Each wayward Agent and the main team must then make encounter rolls once per hour. A fumble has the same result as with the leader.

If a missing Agent is in radio contact with the team, one of the Agents in the right place can attempt a **Navigation** test to help the lost Agent, granting a +20% bonus to the wayward Agent's roll. But after that, the Agents must make a **Luck** roll or their scrambled radio signals were picked up, if not understood,

and ISIL is alert for infiltrators. Attempts by ISIL fighters to notice or sense trouble are at +20%.

A parachute insertion limits the Agents' equipment to whatever fits in a jump bag that attaches to each jumper. The jump bag is roughly 60×60×30 cm (24×24×12 inches) in size.

## Helicopter

Flying over the battlefield frees the Agents from some perils but invites others. Helicopters are not subtle, and even with the Program's aid the Agents cannot get their hands on a "stealth" helicopter like the ones used in the bin Laden raid. They are too precious and risk too much bureaucratic exposure. Even mundane helicopters are in high demand. Arranging use of one requires a **Major** military requisition.

Gwin warns explicitly that losing a helicopter to enemy fire or having its crew killed over Mosul will bring official review upon the Agents. If that happens, they'll have to cover up their Delta Green actions and



hope for the best. There's little the Program can do to help its Agents when outside attention is that direct.

A helicopter must set the Agents down a few kilometers out to avoid risking anti-aircraft artillery. Even so, the sound draws distant, ineffectual fire from small arms and a few machine guns.

The danger is much greater during take-off and landing in enemy territory. That requires a **Luck** roll by the Agents. If it fails, the helicopter comes under effective fire from the ground. A successful **Pilot (Helicopter)** roll gets the aircraft out of range or behind some protective terrain feature. But that adds an hour to the Agents' hike into Mosul. Each turn that the helicopter stays put for the Agents to board or disembark, there is a 10% chance of an attack hitting a random Agent for 1D20 damage.

Landing under fire, it takes one turn to get off the helicopter safely. Jumping or fast-roping out without taking a full turn requires an **Athletics** test. Failure means a fall for 1D6 damage, or 2D6 with a fumble.

Taking off under fire, each Agent must make an **Athletics** test to get from cover to the helicopter in one turn. It takes two turns if the roll fails. With a fumble, it takes three turns and the Agent takes 1D8 damage from a bad fall, a ricochet, or a piece of shrapnel. At the helicopter, two Agents can board every turn.

A fumbled **Luck** roll in takeoff or landing over ISIL territory means the aircraft comes under attack by man-portable air defense system missiles (MANPADS) like the U.S. Stinger or the Russian SA-16. One launches each turn with a 30% chance to hit. A hit means the helicopter must make a forced landing, requiring a **Pilot (Helicopter)** roll or else everyone aboard takes 1D8 damage. The helicopter cannot take off again. This maroons the helicopter crew (pilot, co-pilot, and crew chief) with the Agents.

## On Foot

Getting to Mosul on foot, especially by crossing open country and staying clear of roads and villages, minimizes the number of rolls on the encounter table. Each encounter begins about one kilometer away. As a rule of thumb, if the Agents make a successful **Military Science (Land)** roll or a **Navigation** roll, they can avoid an encounter. A fumble triggers another encounter roll while the first encounter is still happening.

The greatest danger of hiking cross-country relates to access to food and, especially, water. An Agent who goes without food on the hike must make a **CON×5** roll once every 12 hours or suffer exhaustion as described in the *Agent's Handbook*. **Survival** rolls will be required every day to secure enough water. Otherwise a day is lost securing enough water to continue. Carrying enough water is difficult. Each person needs a liter of water per hour on the hike. Each liter of water weighs one kilogram. It is impossible to carry enough water for the whole trip, so the Agents must find wells and other water sources. See **TEMPERATURE AND HYDRATION** on page 136 for the effects of running out.

## By Vehicle

When ISIL seized the Iraqi Army weapons stocks in Mosul, they acquired a large number of Humvees. It would not be difficult for the Agents to run up the black flag of ISIL and spray paint some appropriate battle language onto a Humvee so it passes for an ISIL vehicle in enemy territory.

A Humvee has 40 HP and 3 Armor, or 40 HP and 10 Armor if it is reinforced. A nondescript pickup truck or light utility vehicle has 30 HP and 3 Armor.

## Friend or Foe

Before they set out, the Agents must decide whether they want their vehicle to carry an Identifier Friend or Foe (IFF) transponder. The IFF responds to signals from aircraft to identify the vehicle as friendly and therefore not to be targeted for an airstrike. Coalition aircraft move over the battlefield with near impunity, striking any likely target. Pilots are encouraged to come home with their bomb racks empty and their ammo dry. Even something as minor as a lone Humvee could draw an air attack during the day or night.

An IFF can be turned on and off so ISIL units couldn't ping it with their own interrogators to make it give a "Coalition Forces" signal. It is smaller than a soda can and could be secreted anywhere on the vehicle. The Agents could even remove and dispose of it when they get inside Mosul and start encountering roadblocks more frequently. Of course, if the IFF transponder were discovered at an ISIL checkpoint, the Agents would be identified as spies and things would get "kinetic" very quickly.



## In the War Zone

Once they cross into the war zone, the Agents must make a **Luck** roll to avoid trouble. Failure results in non-lethal trouble: loss of a tire, a mechanical breakdown, or a road accident that delays them for hours. With a fumble, their vehicle comes under attack by snipers or an IED. The attacks are not very accurate, but they could cause injuries or damage important equipment. Play out the event, but restrict damage to an Agent to 1D12+1 for a rifle round that hits their vehicle or 2D6 for catching the edge of a blast.

If the Agents do not have an IFF transponder running, there is a slim but disastrous chance that the Agents' vehicle draws friendly fire once behind ISIL lines. During the drive, the team's navigator must make a **Military Science (Air)** roll at +20% or a **Navigation** roll to pick the path least likely to draw attention from the air. If the roll is fumbled, a Hellfire missile streaks down and explodes 20 to 30 meters away. It is not a direct hit, so the missile's Armor Piercing rating does not apply. The vehicle takes 45 damage from the missile's 45% Lethality rating. Each occupant of the vehicle takes 2D10 damage minus the vehicle's Armor. If the vehicle survives, the driver must succeed at a **Drive** roll or else the vehicle flips over and is wrecked, inflicting an additional 1D6 damage to each occupant. Now the Agents are on foot and, if injured, probably looking for an evacuation by air. The Agents can make a **Luck** roll to see if a radio survived.

## Airstrikes and Overwatch

As listed in **MILITARY ACTION AND SKILLS REQUIRED** on page 109, the Agents can arrange overwatch by aircraft or an airstrike on a fixed position. An Agent must roll **Artillery** or **Military Science (Land)** to call in the coordinates correctly. Success allows a **Lethality** roll: 30% for gunship auto cannons, 45% for gunship or drone Hellfire missiles, or 70% from a B-52 bombing. Success or damage of 11 or more means any roll that might result in damage to an Agent or their vehicle fails if with an even number. If the coordinates roll fumbles, ineffective support attracts attention to their position for twice as many rolls as usual to attack the Agents or their vehicle.

## Encounters in ISIL Territory

Roll 1D12 for encounters outside Mosul as the Agents approach. Roll 2D10 for encounters inside Mosul both as they first arrive and as they conduct their investigation and pursue the Father of War.

After playing an encounter, mark it as a reminder it has already come up. Reroll if the same encounter comes up again, except for ISIL checkpoints in Mosul. There are many such checkpoints in the city.

Handlers should also consider not rolling at all, and instead pick the encounters that they believe their Agents would find the most interesting and that most evoke the kind of war that is being fought here.

**(1) MINEFIELD/ROADSIDE IED:** The Agents encounter a minefield if they are travelling cross-country or a roadside IED if they are travelling by road. Each Agent with a view of the path ahead can attempt one roll of **Military Science (Land)**, **Demolitions**, or **Alertness**. Success allows the Agents to avoid or extricate themselves from the threat. Failure means one of the Agents' team has detonated the mine or IED, which has Lethality 20%. That inflicts 20 damage to a vehicle and 2D10 damage (minus the vehicle's armor) to each occupant. If traveling on foot, only one Agent takes the damage. Serious damage may mean the loss of a foot or leg.

**(2) ISIL STRONGPOINT:** Outside Mosul, this can be anything from an artillery position to a dug-in tank or an ammo or fuel depot. ISIL rarely places an entrenched position far from a hospital, school, mosque, or populated village. If encountered away from population, this is likely to be a cave system converted to military use.

Inside Mosul, it could be an anti-aircraft battery, a radar site, or improvised pill-boxes packed closely against the occupied residences of civilians who are not allowed to relocate.

These strongpoints provide an obstacle the Agents go around, losing an hour. If the Agents do not want to lose that time, they must make a group **Stealth** roll to get past the combatants dug into those positions. If it fails, a heavy machine gun opens up on the Agents



(fired with 30% skill) or else a patrol of 3D6 fighters comes searching, whichever seems most appropriate to the circumstances.

**(3) ARTILLERY BARRAGE:** Outside Mosul, this is likely to be a strike on a more substantial target than the Agents. The Agents have no idea whether it is ISIL or Coalition artillery incoming. However, they are “danger close,” nearer than 600 meters. Each Agent can attempt a **Military Science (Land)**, **Heavy Weapons**, **Artillery**, or **Dodge** roll to see how to avoid blasts and shrapnel. Failure means 1D6 damage. A fumble means 1D10.

Inside Mosul, this is a Coalition airstrike on a target in the city. It is a tightly targeted attack involving only a few warheads. There’s no time to get to cover before it’s over. The bad news is that it causes incredible panic in the area, bringing people out into the streets as first responders and security forces converge. Panicked and angry people are more likely to demand to see strangers’ papers to prove they are not foreign spies directing the bombing.

**(4) REFUGEES:** Outside Mosul, the Agents have encountered a group of people, likely a family, trying to flee the fighting. They are moving deeper into ISIL-held territory. They fear the Agents as they fear any combatants. If they discover the Agents are not with ISIL, they are likely to turn them into ISIL in order to divert attention from themselves.

In Mosul, the Agents encounter a holding area where ISIL keeps people who have been driven into the city, while they await housing assignments. It is a crushing and confusing mess as people jostle for water, food, medicine, and the attention of the authorities. When the guards fire their guns in the air, it means “Please form a line.” They do this a lot.

At night in Mosul, the Agents encounter a group of people trying to leave the city and avoid the checkpoints. They are just as unhappy about running into the Agents as they are about running into them. A successful Arabic language roll or a having **Other Language (Arabic)** at 40% or greater can calm the situation unless the Agents immediately opt for violence.

**(5) ISIL COLUMN OR CONVOY:** In a rural setting, the Agents have encountered an ISIL military unit of at least company strength, about 150 men. They are armed to the teeth and have places to go. They could be moving by foot, or in Humvees or utility vehicles mounting improvised armor and heavy weapons. They are not looking for the Agents, but that doesn’t mean they have blinders on. Agents travelling by foot need a successful group **Stealth** roll to ensure that column passes without incident. Motorized columns will be detected at greater distances, pass more quickly, and grant a +20% bonus. If the Agents are detected and are armed, a vehicle pulls over and an officer demands to see their papers and hear what they are doing. The officer is not terribly keen and is easily fooled, but he is slow, turns irritation into long harangues, and makes a great show of his authority. It delays them by an hour. Agents traveling in vehicles need a successful **Drive** or **Navigation** roll to maneuver around the column, keeping a terrain feature between the Agents’ vehicle and the ISIL unit. A failed roll results a delay of an hour as they try to get back on track.

In Mosul, the Agents have encountered a military column moving towards the front. It clogs the streets with tightly packed soldiers and vehicles. This is more of an impediment than a danger. A successful roll of **Navigation** or **Foreign Language (Arabic)** allows the Agents to proceed without being delayed an hour.

**(6) AIRSTRIKE BY COALITION FORCES:** In a rural setting, a piece of infrastructure the Agents need—a bridge to cross or a village where they were planning to get their vehicle repaired—gets blown up by an airstrike. This could lead to a delay of hours. Perhaps they see an ISIL military column targeted and bombed by Coalition airpower. Or maybe they see refugees or other civilians mistaken by aircraft as ISIL forces. Do the Agents render aid? Do they navigate around the problem? Getting involved is far more likely to create complications than it is to generate advantages for their mission. Of course, if the Agents need to steal something to replace some lost equipment or a damaged vehicle, then the confusion of an airstrike might be exactly what they need.

In Mosul, see **(3) ARTILLERY BARRAGE**.



**(7) HARRASSED CIVILIANS:** The Agents encounter a group of Iraqi civilians being brutalized by ISIL troops. This could be a lone farmhouse, an entire village, a vehicle loaded with refugees, or just an individual. The ISIL troops are not meeting with much success against Coalition forces, so they are taking their frustrations out on these unarmed civilians. The civilians are accused of being Shiites, Yazidis, spies, or any number of improbable things so that the demoralized ISIL troops can kick them around.

If the Agents intervene, things could go pear-shaped very quickly. If they ignore the situation, which is clearly building towards something lethal, each loses 0/1 SAN for helplessness due to the guilt of leaving the civilians to their fate. If the Agents intervene, any survivors are obsequiously grateful. It's up to the Handler or a **Luck** roll to decide if the rescued civilians have anything to offer the Agents, or if they turn the Agents in later to curry favor or get out of trouble.

In Mosul, the situation is similar, except that the ISIL troops have not recently gotten pounded in combat by Coalition forces. Instead, the Agents witness the bullying and brutality that come with everyday life in the Islamic State. Failure to intervene saves time and costs 0/1 SAN for helplessness.

**(8) ISIL DESERTERS:** In a rural setting, the Agents encounter a small group of ISIL foreign fighters who have lost their officers and are retreating without orders. They are little better than brigands at this point, looting the supplies they need to get out of Iraq. They are afraid to surrender to the Coalition, rightly worried that frontline troops will execute them for ISIL's atrocities. They are low on food, ammo, and water, and more than one may be slightly wounded. They are unlikely to show gratitude for aid and have little in the way of intel to trade. They could be an enormous threat if left to report the Agents' details to other forces.

In Mosul, the Agents encounter a wounded and demoralized ISIL deserter trying to masquerade as a civilian. He is likely a foreign fighter who has had enough of getting hit by Coalition bombing runs and then chewed up by Kurdish and Shiite militias. He wants to go home. Agents masquerading as ISIL

officials send him running. If apprehended, his utility to the Agents' mission is up to the Handler.

**(9) ISIL STRAGGLERS/WOUNDED:** In a rural setting, these fighters have been roughly handled by recent combat, have lost their officers, and are out of contact with HQ. More than a few of them are wounded, some severely. Nevertheless they are trying to rejoin a loyal ISIL unit and continue the fight. They are grateful for any assistance given by Agents disguised as ISIL officials, and ask Agents with vehicles to transport their wounded to a field hospital. Moving the wounded could ease the Agents' transit through ISIL territory.

In Mosul, these wounded are on their way to a hospital from the site of a recent attack in the city. Anything from an airstrike to a car-bombing is possible. They are a mix of ISIL fighters and Iraqi civilians. Acting as an ambulance gets the Agents past checkpoints and sentries with ease.

**(10) ISIL CHECKPOINT:** These are encountered only on roads or in villages. In a rural setting, an ISIL checkpoint is well dug-in behind sandbags and equipped with heavy machine guns and rocket-propelled grenades. There is little, if any, traffic when the Agents encounter it. The checkpoint guards are nervous because they are manning a fixed position, which is an invitation for an air or artillery strike. They want to get the Agents checked and through as quickly as possible. Their **Alertness** rolls are at a penalty of -20%.

In Mosul, such checkpoints cause long traffic jams despite the near complete lack of personal vehicles inside the city. These guards are in the shakedown business more than the business of security. They enjoy throwing their weight around and intimidating truck drivers. Any checkpoint can delay the Agents by an hour. Finding a way around takes 1D4+1 hours, and then it is possible only on foot unless the Agents succeed at a **Military Science (Land)** or **Navigation** test. Bluffing through with ISIL official identification can be accomplished with a successful **Foreign Language (Arabic)** test at +20%. Only one Agent needs to speak from the group, preferably the one with the best language skills. Failure raises suspicions and the



guards eventually radio for an officer. Failure to convince the officer, too, means detainment for questioning. The Agents have to invent their own way out of that disaster.

**(11) ISIL COMBAT PATROL:** In a rural setting, the Agents encounter a unit of 1D6+6 heavily armed ISIL fighters, possibly riding in vehicles, actively searching for Coalition infiltrators like the Agents. The Agents can avoid them with a successful **Stealth** or **Military Science (Land)** roll. Otherwise, this unit pursues and stops the Agents and is satisfied with a check of their identification. They insist on thoroughly searching the Agents' vehicles and possessions. Whether this turns into a chase or a firefight is up to the Agents.

In Mosul, this is a patrol moving through the city streets on foot, demanding to check everyone's papers. If the Agents' presence in the city has already been detected, these fighters are actively searching for them. If the Agents have a vehicle, the patrol can be shaken with an opposed **Drive** test. On foot, a group **Stealth** roll followed by a **Navigation** roll will be required to break contact. Otherwise an encounter between the patrol and the Agents results in either a firefight or the Agents' arrest.

**(12) SNIPER:** In a rural setting, the Agents come under hostile fire from a sniper team that decided to engage them for reasons wholly their own. One player must make a **Luck** roll. *Success:* It is an ISIL sniper engaging in a bit of initiative, with Firearms skill of 40%. *Failure:* It is a Coalition team operating behind enemy lines, with Firearms skill 60%. *Fumble:* It is a U.S. special operations team with Firearms skill 70%.

The sniper rifle does 1D12+2 damage with Armor Piercing 3. It has a base range of 150 m, and a scope that doubles that range after the sniper spends a turn aiming. After including the +20% bonus for aiming, the shot is at +20% up to 300 m away, unmodified up to 600 m, and at -20% up to 1,200 m.

Engaging in counter-sniper fire or getting out of the sniper's kill zone are the best options. Returning fire effectively requires either an **Alertness** or **Military Science (Land)** roll, then a **Firearms** roll that either

hits or would have hit but for the -40% penalty due to the sniper's cover. If the Agents return fire effectively, the sniper breaks contact.

In Mosul, this could be a sniper from one of the "Mosul Battalions," armed resistance to ISIL occupation. The sniper is harassing ISIL, especially at night, and has fallen for the Agents' disguises as ISIL officials. They don't engage in a pitched battle, but break contact after five attacks or as soon as the Agents return fire. If the Agents are not disguised as ISIL officials, then the sniper attacks some ISIL goons nearby, throwing the area into chaos.

**(13) PUBLIC EXECUTION:** The Agents come across a daily occurrence in ISIL-occupied Mosul, the execution of accused enemies of the state using the most brutal and sadistic means the killers can imagine. The accused are beheaded, often not cleanly. Stabbed to death. Shot. Burned alive, sometime with blowtorches. Hurlled from rooftops. Hung as they slowly strangle. Crushed to pulp under tank treads. Drowned in cages lowered into swimming pools. ISIL officials call out via megaphones for all loyal and faithful citizens to attend and witness the just and righteous end of these enemies. Watching any of these ghastly murders costs an Agent 0/1D4 SAN for violence. Slinking away while the crowd roars for blood costs 0/1 SAN for helplessness.

**(14) STREET RALLY:** ISIL regularly tests and enforces the loyalty of the occupied population. The Agents have encountered a large rally involving hundreds of men and boys. No women are in attendance. ISIL emirs whip the crowd up into louder and more frenzied declarations of faith and of loyalty to the Caliphate. The Agents have to go around, losing an hour of progress if they fail a **Navigation** test.

**(15) RESISTANCE ATTACK:** The streets erupt with gunfire or a bomb is detonated. Some kind of attack is being carried out by the anti-ISIL resistance in Mosul, the so-called Mosul Battalions. These large attacks were unheard of until the Iraqi Army and Kurdish Peshmerga began their fight to dislodge ISIL. Now arms and men have been smuggled into the city to carry out sabotage and targeted assassinations. Unfortunately,



the Agents are in the wrong place at the wrong time. They are not the primary targets of the attack, but if they are disguised as IS officials, they could quickly become targets of opportunity for some gung-ho resistance fighter. The Handler could present a situation in which the Agents are given a chance to risk themselves rescuing a wounded member of the resistance or leaving them to their fate. Rescuing the fighter could result in putting the Agents in touch with the Mosul Battalions, if they aren't already.

**(16) FUNERAL PROCESSION:** The Agents encounter a public funeral procession for a martyred hero of ISIL. Of course since the martyrs are piling up too damn fast these days, only the most senior casualties are given a procession, complete with chants of the Takbir ("Allāhu akbar," usually translated as "God is the greatest"), calls for revenge, and the promiscuous discharging of weapons into the air. The procession stops traffic, and a **Navigation** roll is required to avoid it. Failure means the Agents lose an hour getting around the participants and the traffic snarls they create.

**(17) ISIL DOOR-TO-DOOR SEARCHES:** Something is going down. ISIL fighters are searching this neighborhood for spies, traitors, or even common criminals. Agents need a group **Stealth** roll to avoid getting swept up in the operation. Failure means the Agents better have their IDs in order, as getting in a firefight with a dozen or more ISIL fighters, all heavily armed and expecting trouble, is going to go very poorly. The Agents are delayed by an hour. A fumble results in more suspicion as the ISIL fighters recognize that the Agents were trying to evade them. A successful test of **Foreign Language (Arabic)** or **Persuade**, whichever is lower for the speaker, is required to get the Agents out of that situation.

**(18) FLEEING FUGITIVE:** The Agents encounter someone fleeing from ISIL officials. It's up to the Handler what kind of offense (real or imagined) they have been accused of. They could be a common criminal,

anything from a thief to a seller of drugs or even just cigarettes. By this point the Agents have seen plenty of severed heads with cigarettes in their mouths as a warning about ISIL's policy against smoking. It could be a woman out without a male relative as escort, or a child ditching the mandatory ISIL indoctrination that passes for school. They could even be a resistance fighter from the Mosul Battalions. Either way, they run smack dab into the Agents with pursuers not far behind. How the encounter unfolds is up to the Agents. Do they hand the fugitive over? Do they aid their escape? Do they refuse to get involved? Watching the fugitive dragged away doesn't cost **SAN**, but it doesn't feel good.

**(19) SUSPICIOUS CIVILIANS:** The Agents have drawn the attention of an ISIL loyalist on the lookout for spies and traitors. Their suspicion of the Agents could be genuine or the product of an overactive imagination. This could also be a shake-down, in which someone offers to overlook how suspicious the Agents appear for a small fee. Worse, it could be a gang of well-indoctrinated children who have made a game of denouncing anyone they do not recognize. Bluffing the Agents' way out of this situation requires one or two successful **Foreign Language (Arabic)** rolls. Otherwise, the alarm is raised.

**(20) AL-HISBAH PATROL:** The Agents encounter Al-Hisbah, the "morality police," whose remit is violations of *Sharia*, the religious law. Young, inexperienced foreign fighters make up these patrols. They are quite enthusiastic about bullying the locals for wearing the wrong kind of clothes, cutting their beards too short, or not properly policing their female relatives. These young toughs have zeroed in on something about the Agents that strikes them as insufficiently pious. They can be bluffed with a successful **Foreign Language (Arabic)** roll at +20%. Many foreign fighters speak notoriously poor Arabic, so they are easier to bamboozle than native speakers.



# Allies in Mosul

Mosul is an occupied ghost town. Remind the players of the details from **LIFE IN MOSUL** on page 20. Inside the city, there are few groups or even individuals that the Agents can wholly trust, but some can assist the Agents in their mission.

## Mosul Battalions

The “Mosul Battalions,” or Kitaeb al-Mosul, are an informal movement of students, former civil servants, and Kurdish spies resisting the ISIL occupation. They sow confusion at checkpoints and in questioning, help targeted populations hide and escape, steal supplies, watch ISIL fighters’ activities, and are frequently arrested and executed. They are most active near Mosul University, just north of the Nineveh ruins.

If the Agents have arranged to meet with the Mosul Battalions and make contact inside Mosul, or if they attract the Battalions’ notice while near the university, their first point of contact is an old, crippled man who asks for alms for a wounded *ghazi*. Whether they give him money or not, he offers them a slip of paper under his alms bowl. The note, in Arabic, invites them to meet with the Mosul Battalions that day. Just two hours from now, in a storehouse by Mosul University. Sports equipment for the women’s athletic

program is stored there now that all female students of the university have been expelled by ISIL.

The Agents are under surveillance by the Mosul Battalions as they approach the rendezvous. A successful **Alertness** roll spots young men in the area trying to trail them from the opposite side of the street, or watching them from roof-tops. They don’t look particularly menacing, mostly furtive and nervous.

Letting themselves into the storehouse, the Agents find 3D6 ill-armed and untrained resistance fighters who want them to prove that they are indeed enemies of ISIL. If the Agents comply, the young men enthusiastically greet them and ask how they can aid the Agents’ mission. They seem enthusiastic. A **HUMINT** roll senses that most are compensating for constant terror and are likely to fall apart when things go against them. And there is no way to vet them for informers. They represent a tremendous security risk. But they also represent invaluable sources of local information and access to the city.

## Aziz Murad

Aziz Murad is the most competent leader in the Mosul Battalions that the Agents meet, and the most likely source of human intelligence collected for the Agents before they arrive. He is detailed on page 160.

## University of Mosul

Built in 1967, the University of Mosul campus buildings have a modernist look, especially because most construction is poured concrete. The University of Mosul was one of the two most prestigious centers of learning in modern Iraq. That fact and the university’s broad curriculum did not endear it to ISIL. The campus originally accommodated 30,000 students. Fewer than 2,000 remain. All studies must be approved by ISIL.

ISIL looted the Department of Archaeology’s museum and burned the university library. The main campus serves as a base for ISIL, with the dormitory buildings being used as barracks and other buildings converted to manufacturing facilities for weaponry. Many of the chemistry laboratories are used for the production of chemical weapons and explosives. Women are banned.

## Crackdowns in July

In mid-July, as Iraqi and Kurdish forces approach, the Mosul Battalions begin a graffiti campaign to raise public spirits and demoralize ISIL. The spray-painted letter “m” or Arabic “Mim,” for “*muqawama*,” meaning “resistance,” can be seen all over the city. That leads quickly to mass arrests. ISIL cuts off Internet access in homes, puts concrete barricades in the roads between neighborhoods, and releases videos of Mosul Battalions graffiti artists being executed next to their handiwork. This puts the Mosul Battalions on the run. They no longer have the ability to engage in operations for the Agents.



## The Yazidis

While ethnically Kurdish, the Yazidis practice a religion that syncretizes elements of Islam, Judaism, Christianity, and ancient Mesopotamian religions. The principal Yazidi supernatural figure, ranked just below God himself, is Melek Tous or the "Peacock Angel." Yazidis believe that Melek Tous is a wholly good and righteous emanation of God, tasked with ruling the Earth and giving both blessings and misfortune to humanity.

In Yazidi beliefs, God told the angels to bow before Adam, the first man made in God's image. Melek Tous objected: "I am from your illumination while he is made of dust." God praised the wisdom of Melek Tous and gave him rulership of Earth. For centuries, outsiders have seen similarities between the Yazidi story of Melek Tous and Christian tales of the rebellion against God's will by Satan, or Iblis or Shaitan to Muslims. Sensationalistic stories described Yazidis as a culture of "devil worshipers" who have tails (sometimes real, sometimes metaphorical, depending on how cosmopolitan the bigot is) and practice witchcraft. That has meant centuries of persecution.

ISIL's official policy is that any Yazidi not fit to be sold as a sex slave is to be killed on sight.

Despite the heavy presence of ISIL on campus, former students and staff still use the university and its environs as meeting places for the resistance. They simply know the place better than the jihadis who have moved in. Mosul Battalions fighters have access to all of the buildings on campus. Only armed guards must be avoided. The Agents may be able to use some of these facilities to their advantage so long as they have access to former and current students to run interference.

ISIL has permitted only a few of the university's colleges to continue:

- » College of Medicine (Mosul campus)
- » College of Medicine (Nineveh campus)
- » College of Dentistry
- » College of Pharmacy
- » College of Nursing

The following colleges have been shut down:

- » College of Arts
- » College of Administration and Economy
- » College of Education
- » College of Law
- » College of Archeology
- » College of Education for Girls
- » College of Basic Education
- » College of Fine Arts
- » College of Political Sciences
- » College of Islamic Sciences
- » College of Environmental Techniques
- » College of Engineering
- » College of Sciences
- » College of Veterinary Medicine
- » College of Physical Education
- » College of Agriculture and Forestry
- » College of Computer Science and Mathematics
- » College of Electronics Engineering

## The Safe House

Countless houses have been emptied by the chaos in Mosul. Most are surrounded by walls, which allow some degree of privacy. But vehicles coming and going, lights on at night, or smoke rising from fireplaces by day are likely to draw attention to any house that is supposed to be unoccupied. Each day, the Agents must make a **Luck** roll to avoid notice from neighbors who want nothing to do with them but would turn them in quickly in a crisis; add a +20% bonus to their **Luck** roll if the Agents are especially diligent. With a fumble, the Agents' residence is investigated by an ISIL patrol.

If the Agents have arranged for a safe house through one of the intelligence agencies operating in Mosul, things are easier. Their best bet is the Kurdish *Asayish* and its contacts with the Mosul Battalions. They can arrange to settle the Agents in an occupied family home with room to hide the team. It is a large, two-story home of whitewashed concrete, surrounded by a cinderblock privacy wall, with a steel gate so that a car can be parked inside the wall. The family car was confiscated by ISIL for official use (and probably sold in Turkey to raise funds). The house has a basement where the Agents can hide during the day while the family keeps a lookout.



## &gt;&gt;Al-Anwar Family Members

| Role        | Name            | Age | Occupation                                |
|-------------|-----------------|-----|-------------------------------------------|
| Grandfather | Hassan al-Anwar | 59  | Retired power company lineman             |
| Grandmother | Suhair          | 57  | Homemaker                                 |
| Father      | Ibrahim         | 40  | Mosul power company electrician           |
| Son         | Hamed           | 19  | University of Mosul medical student       |
| Son         | Samir           | 18  | Sanitation Department trash collector     |
| Daughter    | Samia           | 16  | Homemaker, discharged from school by ISIL |

**Bugs in the Safe House**

Kurdish operatives among the Mosul Battalions attempt to spy on the Agents constantly to ensure that the Agents are not plotting something against the city's interests. They can't be sure the Agents' mission won't bring down a massive ISIL backlash against civilians, or bring down a USAF airstrike on their neighborhood. The Mosul Battalions place bugs in the Agents' safe house. They ask for detailed, daily updates, emphasizing the critical importance of cooperation. They ask to accompany the Agents everywhere, and if the Agents refuse, their best operatives follow them with 50% skills in Athletics, Drive, Navigation, and Stealth. The Mosul Battalions are not planning anything against the Agents, but they are extremely distrustful of any of the forces at work on this war. They've all grown up in the chaos that followed the U.S.-led invasion of Iraq in 2003.

**Mosul SWAT**

In summer 2016, the Nineveh Province Plains Forces SWAT team joins Iraqi military forces clearing villages east and south of the city. The eighty-man SWAT team was formed in 2008 and trained to hunt terrorists with U.S. special forces. It was driven from Mosul in 2014 with heavy losses while units from all around Iraq collapsed and fled. ISIL caught and executed twenty-six members who did not escape. It fights on.

The SWAT team is ill-equipped and lacks logistical and medical support, but its members fight ISIL with determination. Its commander allows no recruits who have not been wounded by ISIL or lost family

to the insurgents. The SWAT team has no American advisors or contacts and is little known to U.S. forces. But it knows Mosul better than most. A SWAT team member would make an ideal guide for the Agents. The Mosul SWAT team is equipped with AK-47 rifles, PKM light machine guns, and Humvee-mounted DShK heavy machine guns and American Mk.19 automatic grenade launchers. Most wear tactical vests with no armor plate inserts and no helmets (Armor 3).

Later in the summer, to its members' immense frustration, the SWAT team is reassigned to a distant post while better-equipped, better-supported units prepare to assault the city.



# Revelations in Mosul

By tasking human assets and doing the legwork themselves, the Agents might gain access to a captive Son of War, one of Al-Jabiri's bodyguards, or a witness who saw the Father of War. The members of the Mosul Battalions, with their local contacts, make excellent stalking horses for the Agents' enquiries.

## Capturing a Son of War

The Agents may have tasked an asset to tail one of Al-Jabiri's bodyguards, and either abduct him or help the Agents abduct him. Interrogating him in a secure location can reveal a great deal of information.

The captive Son of War is terrified and appalled by what he has become in the Sons of War. He never would have stopped serving the Father of War, of course—his terror far outweighs his conscience—but he takes a chance to confess.

The obstacle is the Vigil of Stone. A scalpel-sharp fragment of obsidian waits in the captive's gastrointestinal tract. Through the obsidian chip, the Father of War can hear and see everything the Son hears and sees. Having witnessed its minion's capture, the Father intends to listen to the Agent's questions and observe their numbers and resources. Hopefully, the Agents put a bag over the Son's head when they abduct him, wear balaclavas or masks when they interrogate him, and hold him someplace other than their own safe house. Otherwise the Father passes along their descriptions and location to the Sons of War. If the Sons of War don't have the numbers to storm the safe house, then Al-Jabiri uses his position in Amn al-Dawla to order a raid.

If the Agents know to look for and remove the shard, they need an X-ray machine and a successful **Medicine** roll to find the shard, and a surgical facility and a successful **Surgery** roll to remove it without killing their captive. The medical teaching facilities at the University of Mosul serve this purpose quite well.

While the Vigil of Stone hooks into the eyes and ears of the Son of War, the Father of War cannot use these senses if the Son is unconscious. Applying anesthetic and performing surgery to reach the shard come as a surprise to the Father of War.

Once located, the shard can be extinguished by exposure to an Elder Sign or sunlight, or it can be trapped it in any container too hard for obsidian to cut through. But unless the Agents immediately extinguish the shard, it takes off like a bullet, zipping around the operating theater. It makes 1D4 attacks per turn, each at 90%, and does one point of damage per attack. It is immune to physical attacks.

The Father of War allows the captive Son to answer certain questions. But once the captive gets close to mentioning where the Father of War hides, the Vigil of Stone does its work. The captive suddenly begins screaming as the shard of obsidian begins tearing through his flesh into his heart. Its passage through his body kills him in 1D6 turns.

For each interviewed captive, the Father allows 1D10 of the following pieces of information to be revealed:

- » The Father of War appears by night as a whirlwind of flakes of razor-sharp obsidian. It never stirs by day. It flays the skin off human beings who have the hubris to refuse to worship it as a god.
- » The Father of War communicates most often by hissing in a sort of atonal, inhuman voice that emerges from the whirling mass of obsidian chips. It can also form its chips into the shapes of words. It can communicate in any language.
- » The first Sons of War accepted the Father out of sheer terror. But not all. Col. Al-Jabiri, their leader, tells newcomers that the Father of War is the archangel Azrael, Malak al-Mawt, the Quranic Angel of Death. Al-Jabiri says Azrael serves the will of Allah by dispatching sinners and traitors. Sooner or later, every Son of War accepts what was obvious from the start, that the Father of War is their god, the only god that matters. This is a god that delivers on promises to drown their enemies in blood.





- » One who bows before the Father of War and accepts its divinity may become a “Son of War.” Becoming a Son of War means accepting the Father, body and soul. One must swallow a chip of obsidian imbued with its power: the “Vigil of Stone.”
- » Worship of the Father of War begins with absolute obedience. Those who disobey the Father, or who share its secrets, die horribly. The Father knows all.
- » The Sons of War must bring sacrifices to the Father. There will be blood spilled. The only choice is whether it is yours or others’. It makes no difference to the Father of War. The most acceptable sacrifices are those captured by the Sons of War in battle. War makes the Father’s children strong and spreads his message of strength before them.
- » The most acceptable deaths are those that peel the skin from the sacrifices. They must be skinned alive.

- » The Father of War grows stronger. Soon it will reach out and destroy the enemies of the Sons of War: the Kurds, the Shia, the Americans, all of them.
- » Al-Jabiri plans to take the Father of War away from Mosul. The Father of War will never be bound again. It will teach the ritual to summon him to all the Sons of War.
- » And then—

And then the ranting witness dies screaming as the Father of War silences him from within.

### A Chechen Survivor

The Agents may have learned of rumors among Chechen ISIL fighters about the battle that occurred in Nineveh on the night 30 MAR 2016. Tasking assets to track down any of the Wolves of Al-Mansur who survived the battle may have revealed that the only ones known to survive are now members of Al-Jabiri’s Amn al-Dawla counterintelligence team.



Kidnapping and interrogating one of Al-Jabiri's Chechens results in a situation identical to interrogating any Son of War, except that his Chechen guards are his most fearless killers and will not reveal anything.

If the Agents detailed assets to check into the comings and goings of ISIL's Chechen fighters, they may have gotten NSA intercepts of communications between Chechen units discussing the battle in the Nineveh ruins. A name keeps coming up: Idris Sheripov. With further work, the Agents may have tracked Sheripov to Mosul General Hospital. The hospital staff know nothing of the source of his mutilations. He won't be out of the hospital by the time the Sons of War leave Mosul.

Sheripov has no qualms discussing what happened with anyone, even unbelievers, but he can't tell much. Sheripov knows that Al-Jabiri headed the investigation into the slayings in Mosul. Saying U.S. special forces were involved, Al-Jabiri arranged for the mercenary Wolves of Al-Mansur to be brought to Mosul to ensure the Americans wouldn't escape justice.

Sheripov knows that at some point, Al-Jabiri started having the ISIL fighters who had survived the attacks followed. That led him to the ruins of Nineveh. And to a cave, east of the hill known as the Arsenal of Esarhaddon.

On 30 MAR 2016, Al-Jabiri gathered the Wolves of Al-Mansur and said they would be exterminating heathens of the worst sort: practitioners of witchcraft and devil worship. The Chechens came armed to the teeth and buoyed on righteous fury. They slit the throats of the heathen sentries and plunged into the cave to bring the wrath of Allah upon the devil-worshippers.

Instead, a whirling curtain of black shards of glass poured down from the ceiling and blocked the exit. Many died, screaming and skinless. Bullets and grenades did nothing. Idris Sheripov managed to make it past the curtain of black glass, but it cost him his face and hands. He made it out of the ruins and was found by locals, who carried him to the hospital.

Sheripov has since learned Col. Al-Jabiri is moving around Mosul as if nothing happened, without a

scratch on him, accompanied by Chechen bodyguards. Shapirov believes Al-Jabiri and the Chechens with him must have surrendered and become the servants of the black demon from its caves beneath Nineveh.

Sheripov can tell the Agents exactly where the beast and its followers wallow in blood. He will not go there himself, even under threat of death. Better a slow death in the hospital than dying to feed a demon.

Idris Shapirov does not put the Agents in touch with his fellow Chechens unless the Agents make a **Persuade** roll. Even then, any discussion between the Agents and his countrymen must be in his presence, in his hospital room. He saw how much firepower the black demon shrugged off. He tries to dissuade his fellow Chechens from following the Agents into the meat grinder beneath Nineveh. However, he could be convinced help arrange for the Chechens to take on the Sons of War, or to provide distractions around the city to keep ISIL off balance while the Agents settle accounts with the Sons of War and the beast of the cave. Revenge means something to the Chechens. Al-Jabiri owes a debt of blood for the way he marched Idris's countrymen to their deaths.

### A Terrified Witness

On the night of 25 MAR 2016, recent widow Nalin Halabajee was creeping across a plaza, meaning to find a way out of the city, when she saw the Father of War attack the guards at an ISIL checkpoint. The Agents could find and interview her at home. She is still terrified at the memory. She did not say on the phone that in the light of the street lamp she could easily tell the cloud was glittering black glass or stone. It flayed the guards all in a matter of seconds, except one. As the shards surrounded him, she swears she heard a strange whispering sound coming from it. The terrified fighter bowed low, as if at daily prayers, weeping and swearing himself to the service of cloud of obsidian. A shard of obsidian darted into the fighter's mouth, and then the cloud flew away. The man stood and walked away as if in shock. Halabajee returned home in terror and warned her family to never venture out at night.



## Murad Turns

If Aziz Murad learns the truth of the power of the Father of War, he tries to learn from the Agents how to contain it. Then he schemes to capture the Father in a new Throne of Blood. He means to move it west to take up residence in the Sinjar Mountains, sacred to the Yazidis. That was where they fled for protection when ISIL attacked the Yazidi community of Sinjar City in 2014.

By 2016, Kurdish forces have retaken the city of Sinjar and most of the refugees have returned to their homes. But the Sinjar Mountains are home to Yazidis who never recovered from the trauma of the ISIL attack. Hundreds, too traumatized to return to their homes, still live in the mountains in desperate conditions.

Overwhelmingly, most would reject a horror such as the Father of War. But a handful of damaged people, desperate for vengeance, might make eager converts, becoming yet another faction of the Sons of War. After what he has seen in Mosul, what he has seen ISIL do to his fellow Yazidis, Aziz Murad is ready to make any deal with any devil to see every last ISIL fighter reduced to a screaming, skinless corpse.

## Bearding the Lion

The most serious vulnerability of the Father of War and its cult is that they are using a single location as both a daytime lair for the Father and a ritual site for offering sacrifices and inducting new cult members. This “temple” presents the best option for the Agents to strike all the Sons of War at once. It can be found by manipulating intelligence assets from Kirkuk and following up on the ground in Mosul. The location, however, presents its own problems. The first problem is ISIL’s watch over the ruins of Nineveh. The second problem is the caves that serve as the Father of War’s temple, guarded by his cult. The third problem is the Sons of War themselves.

## The Ruins of Nineveh

On the banks of the Tigris River, surrounded by the suburbs of Mosul, is the site of the capital of the Neo-Assyrian Empire from 911 to 609 BCE: Nineveh. One of the greatest cities of the ancient world, the Nineveh area was first settled some eight thousand years ago. The name Nineveh, perhaps given for a fish goddess later identified with Ishtar, is recorded around 1800 BCE. It was the site of worship of countless gods from across the region and those of the Greeks. It was given as the home of the biblical Jonah. It became the capital of the Assyrian empire. Assyrian kings conquered, reconquered, and expanded Nineveh until it was devastated in 612 BCE during the fall of the last Assyrian empire.

It was not until the mid-nineteenth century that the site was excavated. The most spectacular work was done between 1847 and 1849 by British diplomat Austen Henry Layard. He discovered the lost palace of King Sennacherib and the palace and famous library of Ashurbanipal, and brought 22,000 cuneiform clay tablets from the library back to England and the British Museum. Successive expeditions uncovered such features as the Temple of Nabu, god of writing, the seven miles of walls surrounding the city, the fifteen great towered gates, and the tablets containing the Epic of Gilgamesh, regarded as the oldest great work of literature in human history.

During the regime of Saddam Hussein, Nineveh was subjected to a great deal of modern reconstruction, including great sections of the walls and many of the great gates. The Ba’athist regime emphasized the site as a tourist destination. But beginning with the first Gulf War, access to the site dropped precipitously. The U.S. invasion of Iraq in 2003 did nothing to improve access to Nineveh. The U.S. occupation and the post-invasion Iraqi government were too distracted by the near-continuous insurgency to give much attention to archeological sites. Consequently, Nineveh was looted for artifacts to sell on the black market.







On 10 JUN 2014, ISIL finished its conquest of the city of Mosul. Its extreme Saalafist vision of Islam did not permit the existence of other religions, even the dead ones of the ancient past. It destroyed many of the 300 Assyrian artifacts held in the collection at the Mosul Museum. It demolished the Nergal Gate, the Nabu Temple, the Ishtar Temple, the Palace of Ashurbanipal, and many of the excavated and rebuilt walls.

As the scenario begins, the ruins of Nineveh remain guarded by ISIL regulars to prevent looting. ISIL only destroys a portion of the artifacts they recover, opting to sell the remainder on the black market to raise funds for continuing their war.

The renewed Sons of War under Al-Jabiri come and go from the ruins, carrying Amn al-Dawla counterintelligence service ID and unhindered by the guards. As the numbers of Sons of War grow, Al-Jabiri will begin replacing the regular guards at Nineveh with his cultists.

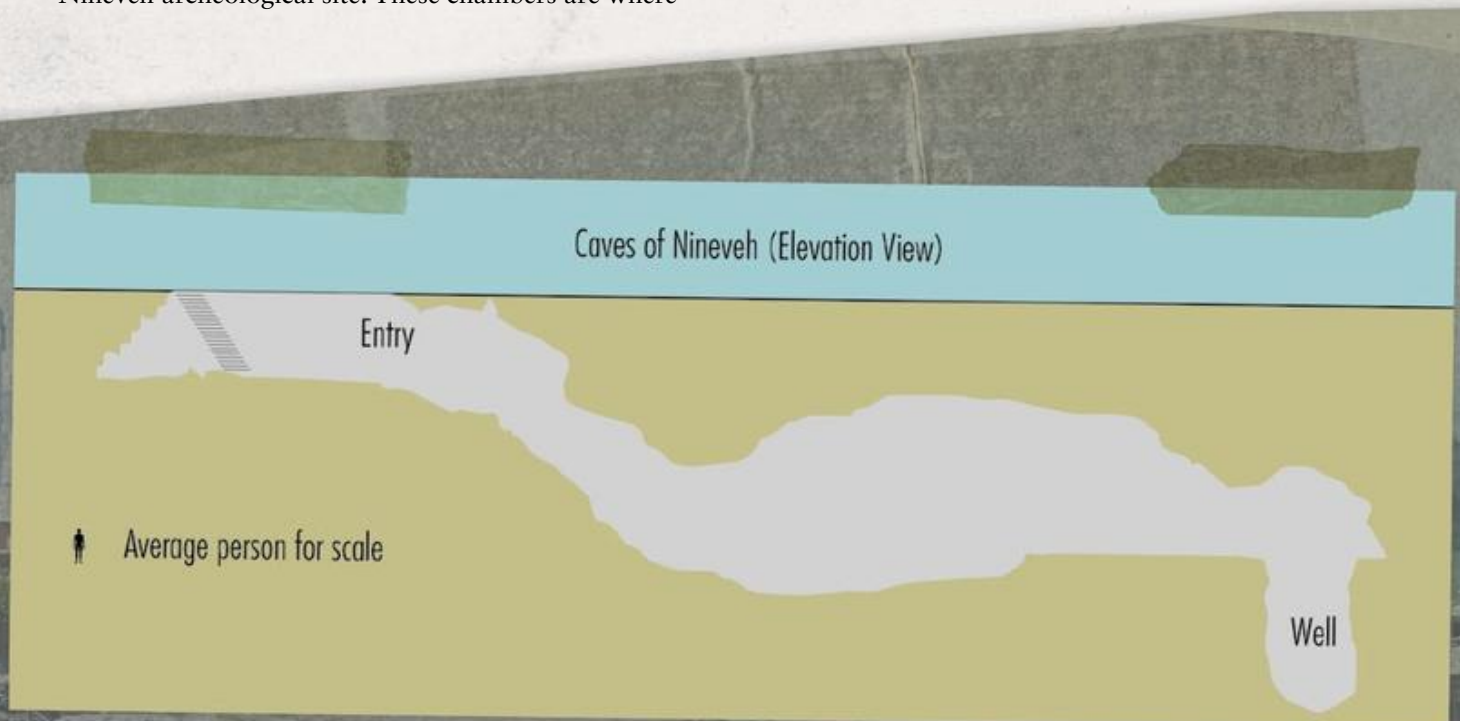
### The Caves of Nineveh

For now, the “temple” of the Father of War is little more than a series of chambers that the Father of War and its cultists have carved beneath the ruins of the Nineveh archeological site. These chambers are where

new recruits are tested by the Father to see if they will accept the Vigil of Stone. It is where ISIL's prisoners are sacrificed by the Sons of War to demonstrate their devotion.

The entrance to the caves is covered by two light machine guns behind sandbags, set up to provide overlapping fields of fire. Usually, eight Sons of War guard the entrance. They carry Russian-made light-intensifier goggles, so the entrance is not illuminated at night. None talk or smoke while on duty. Al-Jabiri has instructed them well, and they are terrified of the wrath of the Father of War.

The caves hold no altar and no furniture, but the Father of War has carved the walls and ceilings into reliefs depicting its history and how it led mankind to perfect the art of bloodletting for tribal profit. They depict men killed in war and sacrificed to the Father of War. Slaves are taken, worked nearly to death, and sacrificed when they are too broken to be exploited. Images of more modern warfare can also be seen, touching all corners of the world. Cities burn while the Sons of War stride victorious over a landscape littered with bones. They flay humans alive and turn their skins to banners and flags.





Particularly elaborate engravings surround a pit, something like a dry well that plunges 50 meters into narrowing blackness where the stony earth is broken into countless tiny crevices. In those cracks the Father of War makes its lair, lurking and waiting. When its cultists bring victims, or if unwary Agents intrude, the Father of War rises in a cloud of black shards to flay and feed.

No bodies are kept in the caves. The bodies of those who refuse to accept the Vigil of Stone are carried away and dumped into the Tigris River many miles downstream. But the blood spilled here remains. Aerosolized blood and skin stick to the walls, ceiling and floor. Pools of blood have dried to a putrescent tar.

The thrum of flies is deafening when the Father of War is not in attendance. After every New Moon, rats feast on the skin, the blood, and the maggots that have grown fat on human residue. When the Father appears, the flies quit the chamber, the feasting maggots crawl for cover, and the rats stampede out into the ruins of Nineveh.

An Agent entering the chamber must roll CON×5 or be stunned by the noisome vapors. Seeing the main abattoir costs 1/1D6 SAN for violence.

## The Sons Gather

The Sons of War abduct recruits and sacrifices nearly every night. Victims are tested. Those who fail to show their obeisance to the Father of War die in a shower of skin and blood. Since Al-Jabiri joined the cult, the congregation meets less often but in more formal circumstances. Over the course of this scenario, the Sons of War slowly and steadily gain strength.

At the dark of the moon, every Son of War gathers with the prisoners they have abducted. Those nights, and the numbers of the Sons of War (barring Agent action), are:

| Date of the New Moon | Sons of War |
|----------------------|-------------|
| Thursday, April 7    | 34          |
| Friday, May 6        | 62          |
| Sunday, June 5       | 91          |
| Monday, July 4       | 120         |

On those nights, the victims are surrounded by torches and the reliefs carved by the Father of War.

First, the Sons of War produce prisoners that ISIL has captured. The Sons skin them alive before the Father of War's whirling, hissing form.

Next, the potential recruits they are offered, one at a time, a chance to swear loyalty to the Father of War and accept the Vigil of Stone. The Father of War kills those who don't accept. It grants the Vigil of Stone to those who do.

The new recruits' first task is to dismember the sticky, red bodies of the sacrifices and the unworthy. They stack the remains in body bags, drive them downstream, and dump them into the muddy, swirling waters of the Tigris River.

One of these monthly rituals would be perfect for a coordinated strike against the Sons of War, and possibly against the Father of War itself.

## Attacking the Sons of War

Destroying or defiling the Nineveh ritual site only enrages the Father of War. It won't affect the Father's ability to remain in this world. But killing off the burgeoning "Sons of War" cult is a serious setback to the Father of War. It has to start over, gathering new worshippers. With no worshippers, there would be no one to summon the Father of War back again should the Father be banished from the animated obsidian chips that make up its body. All the rituals to bring it into this world have been lost and must be taught to new worshippers by the Father itself. It needs more time.

Having the Father and all its Sons of War together in one location on specific dates and times makes a tempting target. Such an attack, however, requires more firepower than a few Agents are personally able to bring to bear.

## Conventional Assault

Taking on the Sons of War during a ritual on the new moon is likely too big a job for the Agents themselves. But they could get help.



- » It is possible for the Agents to requisition the assistance of special operators from JSOC via their Program connections, using the official cover story for their mission.
- » They could arrange for help from local resistance fighters from the Mosul Battalions if the Agents do some wheeling and dealing in Mosul. That can't be done over the phone.
- » There is also the long-shot possibility of getting angry Chechens to help erase the blood-debt created when Col. Al-Jabiri got their fellow countrymen killed. That requires very delicate negotiations with some hard-core jihadis who would just as well beat the answers they want about their lost comrades out of the Agents.

Engaging the Sons of War in battle draws the attention of regular ISIL forces if the firefight is big enough or if it goes on for too long. The Agents would be best served by setting up diversions around Mosul to draw ISIL away from the scene of any action they take against the Sons of War.

Using suppressed weapons in the unpopulated area that encompasses the Nineveh ruins would be enough to keep the firefight secret, so long as the violence is sufficiently quick and decisive. Suppressed weapons fired inside the caves of Nineveh would be undetectable to anyone outside the immediate area. Use of unsuppressed firearms, hand grenades, rocket-propelled grenades, etc., quickly raises alarms in the surrounding neighborhoods.

The initial armed response is a few ISIL night patrols trying to find the source of the gunfire. If the Agents slip away without engaging the ISIL night patrols, then the response doesn't get more aggressive or organized. But if the Agents gun down the first responders, the number of ISIL fighters showing up increases exponentially, eventually culminating in the appearance of armored vehicles like BMP-2 armored personnel carriers and T-72 tanks. ISIL will set up a perimeter around Nineveh to ensure no one can escape.

The Handler must improvise further details to suit the Agents' tactics. Sample Armor values and weapon descriptions can be found in the *Agent's Handbook*.

## Airstrike

The Agents could use their contacts and the Program's quiet backing to call in an airstrike. In the active combat zone of Mosul, this is one of their easiest options. If the Agents convince their case officer that they have discovered the lair of the Father of War and the temple of the Sons of War, and that both will be there on a particular date at a particular time, they can add +20% to a requisition roll for the airstrike.

This means bombing the irreplaceable ruins of Nineveh. That may trouble some Agents. It does not attract enough interest to jeopardize them.

An airstrike easily collapses the chambers. That kills all the Sons of War inside and all the innocent prisoners they had been collecting for sacrifice. Agents who know they killed innocents in the airstrike lose 1/1D6 SAN from violence, or 1/1D8 if they get a good look at the carnage.

The bombing only temporarily buries the Father of War. The Father eventually digs itself free, emerges at night, and starts rebuilding its cult. But that can buy the Agents time. While the Father is buried, they could assemble and study *Winds Unknown to Adad*. With its secrets, they could perform the ritual Closing of the Breach (The Father of War) to banish the Father of War from our dimension forever.

## Chemical Weapons

Chemical weapons would be, as they say, a massive force multiplier in this situation. Deploying them in an underground setting, where they cannot be dispersed by wind and where small spaces ensure high saturation levels, would be extremely effective. And quiet. Or at least more quiet than an airstrike.

Like bombing treasured ruins that are thousands of years old, however, the use of chemical weapons is exactly the kind of thing that attracts international attention. It would subject Operation BONE BOX and the Program to unwanted scrutiny.



If the Agents want to execute this option, it would be better to apologize than to ask permission. Their case officer, Col. Gwin, cannot be convinced to authorize it. Not even if the Agents claim they can blame it on ISIL or the Syrian government.

They could steal or create their own chemical weapons. Making them requires a serious logistical base and plenty of expensive precursor chemicals. These are in short supply in Mosul, especially since ISIL took over the chemistry department at the university in order to make chemical weapons and explosives themselves. Agents need **Science (Chemistry)** at 40% or higher to even begin the project. They do not want to roll a fumble while trying to cook a large batch of chlorine or mustard gas. That will result in any number of possible catastrophes, from accidental exposure to the release of a cloud that could affect an entire area.

No U.S. chemical weapons are kept in the theater where the Agents work, but they could steal them from ISIL. A stockpile is extremely heavily guarded, but the Agents could get help from the Mosul Battalions, especially if they convince them they are taking the weapons away to be destroyed. And they don't have to move the chemicals very far to deploy them.

Buying chemical weapons from any regime in the area is nearly impossible. The only possible sellers might be Syrians. Some in Syria would like to see a chemical weapons explosion in ISIL-controlled territory that kills ISIL troops and brings global condemnation on all jihadis; however, they are unlikely to take the chance of letting the weapons out of their control lest they be turned around and used in an incident to make Syria look bad.





## Informing on Al-Jabiri

The Agents might find a way to inform on Al-Jabiri to some other branch of ISIL's security services. Without hard evidence, any such information would be considered an attempt by western unbelievers to undermine the Caliphate. Even with evidence, if it comes from enemy sources then ISIL would likely discount it as a hoax.

On the other hand, there are plenty of folks gunning for each other's positions and power inside ISIL. Col. Al-Jabiri has enemies who are more than willing to believe evidence showing that he is involved in paganism and witchcraft. The penalty, of course, is death.

And let's not forget those angry Chechens. It would be ironic for Al-Jabiri to get clear of all this only to end up gutted by Chechens looking for revenge.

And while no bodies have turned up yet, a few members of the secret service for internal security, Amn al-Dakhili, have noticed a rise in disappearances that don't seem connected to the normal operations of ISIL. The core of ISIL was formed around veterans of Saddam Hussein's secret police. Everyone is being watched by someone. Piecing together that Al-Jabiri's signature is on a lot of documents authorizing the taking of prisoners for executions that were not conducted in public will definitely raise suspicions among ISIL authorities. Why did Al-Jabiri take the prisoners if they were not executed? Did he release them? Was he taking bribes to release them?

If Al-Jabiri is arrested by ISIL, it certainly causes alarm among the Sons of War but not outright panic. They know that Al-Jabiri will be subjected to an interrogation that will likely involve torture. They know that the Vigil of Stone will prevent Al-Jabiri from talking. None of them run for it. They instead go to the caves of Nineveh and consult with the Father of War. The Father pursues its plan: to teach the ritual to summon the Father of War to as many Sons of War as possible, to have them disperse across the world, and to start new chapters of the cult in all areas where war is part of daily life.

# Attacking the Father of War

Except when it greets its cultists and when it ventures out in the dark of the New Moon, the Father of War remains in the deep, inaccessible cracks of its pit beneath Nineveh. The Agents' options for confronting the Father of War are detailed in **NEUTRALIZING THE FATHER OF WAR** on page 180. The methods with the most certainty are unnatural rituals to be learned from the deep studies that Rassam began.

Engraving the Elder Sign around the pit would keep the Father of War at bay for a brief time. Eventually, its cultists would blast the stone away or the Father would simply grind away the earth to create another way out.

Performing the ritual The Closing of the Breach (The Father of War) around the Father's black well has the greatest chance of permanent success. Once the ritual begins, the Father of War cannot emerge because it cannot approach the ritual operators surrounding it. The Agents have only to begin the ritual without being slain.

The Father of War pays no heed to gunfire outside the caves. For each turn in which there's unsuppressed gunfire inside the caves, the Agents must make a **Luck** roll to not attract the Father's interest. If the Agents are proactive and diligent about making as little noise as possible, they can reach the well and begin the ritual before the Father of War notices and lashes out. If the Handler is uncertain but thinks "probably not," then they need a group **Stealth** roll to begin the ritual safely.

If the Agents surround the pit and trap the Father of War, it hisses threats and promises. The skin flayed from their living bones. Their spouses and children seized and sacrificed. A year hence or ten years, it says with a god's absolute certainty, the Sons of War will bring their Father back. "I am Shagash. I am slaughter. See this world. See how it worships me." Only a single Agent need reconsider and serve the Father to save themselves and their family.

If threats fail, the Father sweetens the offer. Gold beyond measuring. Power beyond reckoning. Every Son of War dedicated to the good of the one Agent who turns.



## Success Not Guaranteed

This scenario does not come with an easily discoverable means of ending the threat by the Father of War. The Agents have to deal with the situation with whatever skills, tools, and audacity they have in hand.

The Father of War means to dispatch a number of Sons of War to Raqqa, ISIL's capital in Syria, by many different routes on 2 AUG 2016. Al-Jabiri, hopelessly in thrall to his new god, thinks that will ensure at least one Son of War survives to invoke the Father of War. It can then appear in Raqqa and take up residence in new obsidian chips.

The Sons of War also attempt to smuggle the Father of War out of Mosul physically, in the back of a specially armored tanker truck. The truck leaves Mosul on 3 AUG 2016 at 6:00 p.m. It is escorted by dozens of the Sons of War, led by Al-Jabiri's Chechens, in armored technicals and Humvees mounting heavy machine guns and grenade launchers. Unless the Agents stop it.

If the Father of War slips away, or if even one member of the Sons of War survives with a sliver of the Father inside, the problem can begin all over again.

How big the problem will get is another matter. Perhaps the influence of the Father of War is something that will have to be "managed" rather than "eliminated," with cults of the Sons of War being found and confronted whenever they get to be too big to keep themselves hidden. If the Father notices that too much open growth leads to a reaction, it changes tactics to be less obvious.

It may take many operations in long-term pursuit for the Agents to gain another chance to banish the Father of War for good. After all, the detection of the Father of War this time was a fluke. We live in a violent and bloody world. How likely is the feasting of the Father of War to stand out among all the horrors of humanity?

## Characters

### Captain Muhannad Farman

Captain Farman is responsible for a company of 32 highly-trained ISOF soldiers fighting on the eastern outskirts of Mosul in nine Humvees. Twenty-six years old, thin, and improbably young-looking and handsome despite his war-straggled hair and beard, Farman is affectionately nicknamed "Hollywood" by his men. If any Agents call him that, he tells them to call him Captain Farman. Only people he trusts with his life call him Hollywood.

Farman's father spent years fighting alongside the U.S. Army. In retaliation, members of a Shiite militia kidnapped Farman's father, cut off his face, and left him to die in the street outside his home. Farman was 20 and had meant to become a lawyer. He joined ISOF instead.

Farman was in one of the last classes trained by American advisors in 2011. The year before, joint ISOF-U.S. operations killed most of the leaders of ISIL in Iraq. Then the Americans left. That allowed Prime Minister al-Maliki to begin purging the government of Sunnis, which in Farman's view weakened Iraq and drove angry veterans to ISIL. He is Shia and has the favor of Shia political commanders like Major Jamail, but Farman is happy to work with anyone who fights terrorists. Further, the American withdrawal allowed ISIL to gather strength in the confusion from 2012 to 2014, when it finally exploded from the Iraq-Syria border. The Americans should have been Farman's closest allies in the fight. He deeply resents their fickleness.

If the Agents get access to Farman because they worked with Major Jamail in Baghdad, it's because Jamail leaned on Farman's commander, a fellow Shia with political aspirations. Farman receives unexpected orders to help the Agents get into the middle of Mosul. He is to turn over his company to his executive officer in the meantime. This capricious intrusion turns his resentment of Americans to bitter fury.



If the Agents come bearing gifts that will help keep Farman's men alive, that eases his anger. ISOF soldiers love to customize their weapons but have little access to good components. They often resort to bipods, grips, telescoping stocks, and magazine couplers built for Airsoft guns and smuggled in from Turkey or China. American-made firearm accessories and communications gear are fine prizes. Shotguns and birdshot shells for shooting down ISIL's grenade-dropping drones are particularly welcome. Hand grenades are like gold.

To go undercover with the Agents, Farman trades his black uniform fatigues for an oily khaki shirt, his helmet for a head-scarf, and his Rock River rifle with its EOTech sight for an AK-47. He leaves his radio with his lieutenant and, worse, his cellphone loaded with hundreds of photos of comrades living and dead. He demands a commitment from the Agents that this mission will hurt ISIL. Then he swallows his anger and sets out with them for Mosul.

Should Farman accompany the Agents and survive with sanity intact, he could become an ongoing contact for Delta Green or even a founder of a new conspiracy dedicated to investigating the unnatural.

### Capt. Muhannad Farman

*Iraqi officer and unwilling ally, age 26*

**STR** 10 **CON** 13 **DEX** 12 **INT** 12 **POW** 13 **CHA** 16  
**HP** 12 **WP** 13 **SAN** 55 **BREAKING POINT** 52

**MOTIVATIONS AND DISORDERS:** Adapted to violence.

**SKILLS:** Alertness 63%, Athletics 59%, Demolitions 50%, Dodge 55%, Drive 58%, Firearms 61%, Foreign Language (English) 37%, Foreign Language (Kurdish) 32%, Heavy Weapons 50%, Melee Weapons 50%, Military Science (Land) 69%, Navigate 70%, Persuade 44%, Search 57%, Stealth 51%, Survival 50%, Unarmed Combat 55%.

**ATTACKS:** AK-47 assault rifle 61%, damage 1D12+1 or Lethality 10%, Armor Piercing 3, Capacity 30.

Croatian HS Produkt HS2000 .45 pistol 61%, damage 1D10.

AKM bayonet, unfixed, 50%, damage 1D6, Armor Piercing 3.

AKM bayonet, fixed, 50%, damage 1D8, Armor Piercing 3.

Unarmed 55%, 1D4-1.

**OTHER EQUIPMENT:** Filthy khaki shirt, blue checked keffiyeh, sunglasses, AN/PVS-14 monocular night vision device, a pack with pouches of rice and 3 water canteens, and a tactical vest with a light armor plate (Armor 4), 6 rifle magazines, 6 pistol magazines, and 4 Chinese smoke grenades in its pockets.

### Colonel Ahmed al-Jabiri

Trained at the Iraqi Military Academy at Rustamiyah, Ahmed al-Jabiri had a promising career in Ba'athist Iraq. He likely would have been content to change his allegiance to whatever puppet the Americans put in power once Hussein was gone. When the Americans put him on the street, he eventually joined many of his peers in Al-Qaeda in Iraq and then ISIL. Now, a much older and more potent power has claimed him.

Al-Jabiri is an unwilling Son of War, but he has no hope of escape and believes the Father of War knows his every recalcitrant thought. He fears for his wives and children. He is not ready to die.

But as long as his Sanity Points are above zero, he does not give 100% to his service for his new god. He does not "fight to lose," nor attempt to die in battle by exposing himself to fire. He obeys. But at the Handler's discretion, his attention to the Agents' activities might flag at a critical moment. If that chip is forced out of him when his Sanity Points are greater than zero, he fights against the Father of War in so far as he believes he can escape the demon or exact some revenge.

Al-Jabiri loses 2D6 SAN every month due to the continuing atrocities he oversees for ISIL and the Father of War. If his SAN drops lower than 10 (likely enough after repeated sacrificial rituals with the Father), Al-Jabiri might try to go out in a blaze of glory attacking the Father. He won't be much concerned about what happens to the Agents if they are nearby.

Once his SAN is zero, he serves only the Father of War.





**Col. Al-Jabiri**

*Counterintelligence officer and unwilling high priest of the Father of War, age 53.*

**STR 12 CON 13 DEX 14 INT 16 POW 13 CHA 10**  
**HP 13 WP 13 SAN 42 BREAKING POINT 39**

**MOTIVATIONS AND DISORDERS:** Adapted to helplessness and violence; paranoia.

**SKILLS:** Alertness 50%, Athletics 40%, Bureaucracy 40%, Criminology 50%, Computer Science 25%, Demolitions 40%, Disguise 50%, Drive 40%, Firearms 40%, Foreign Language (Persian) 45%, Foreign Language (Turkish) 45%, HUMINT 60%, Persuade 60%, Search 40%, SIGINT 40%, Stealth 50%, Swim 30%, Unarmed Combat 50%.

**ATTACKS:** M4 carbine 40%, damage 1D12 or Lethality 10%, Armor Piercing 3, Capacity 30.

IMI .357 Desert Eagle pistol 40%, damage 1D12, Capacity 9.

Unarmed 50%, 1D4-1.

**ATTACKS:** AK-47 assault rifle 50%, damage 1D12+1 or Lethality 10%, Armor Piercing 3, Capacity 30.

Survival knife, 60%, damage 1D6, Armor Piercing 3.

Unarmed 60%, 1D4-1

**Colonel Abu al-Shishani**

Gray-bearded Abu al-Shishani or “Abu the Chechen” commands the Wolves of Al-Mansur, a Chechen battalion of 151 ISIL fighters. Born Dukvakha Kurban, he fought in the 1999–2000 Russia-Chechnya war. He spent the years since taking work as a mercenary and failing at other careers. In 2013, he crept across the Turkish border into Syria to fight for his hardline Sunni brethren. Like many foreign fighters, al-Shishani soon grew disillusioned with life in the Caliphate. The Islamic State he imagined is not the one he has experienced. All too often, he sees ISIL fighters using jihad as an excuse to commit the most egregious sins. The faith that he had built up as a bulwark against pessimistic despair crumbled. He remains because he knows that joining ISIL means he will be hunted if he goes anywhere else, but he focuses now on his countrymen and the families some of them brought from Chechnya. He keeps his men close, a band of fighters from his homeland that he hand-picked for their skills and courage. The Wolves of Al-Mansur are widely respected and not a little feared in ISIL. They have an unusual amount of autonomy. That allowed al-Shishani to align himself with al-Jabiri, another quiet cynic who at least makes no more than the necessary pretenses to piety. That in turn led Al-Shishani and his Wolves to slaughter and slavery before the Father of War.

Like Al-Jabiri, Al-Shishani loses 2D6 SAN every month due to the continuing atrocities he oversees for ISIL and the Father of War. Unlike Al-Jabiri, he will never turn on his new master. Once his SAN is zero, all human concerns have been flensed away and he serves only the Father of War.

**Aziz Murad**

A canny leader among the Mosul Battalions, Aziz Murad is a Sunni art student who does construction work under orders from the Caliphate. He is in fact a spy working for the Kurdish Asayish. Like the Agents, Murad lives under layers of secrecy. He swears public loyalty to ISIL, private loyalty to the Mosul Battalions, secret loyalty to Asayish, and his most essential loyalty to the Yazidis, his scattered and traumatized people.

Should Murad accompany the Agents and survive with sanity intact, he could become an ongoing contact for Delta Green or even a founder of a new conspiracy dedicated to investigating the unnatural.

**Aziz Murad**

*Kurdish-Yazidi spy, age 33*

**STR 11 CON 12 DEX 14 INT 13 POW 13 CHA 14**  
**HP 12 WP 13 SAN 58 BREAKING POINT 52**

**MOTIVATIONS AND DISORDERS:** Adapted to violence.

**SKILLS:** Alertness 50%, Art (Sculpting) 40%, Athletics 50%, Bureaucracy 40%, Criminology 50%, Computer Science 25%, Demolitions 60%, Disguise 50%, Drive 50%, Firearms 50%, Foreign Language (Arabic) 60%, Foreign Language (Persian) 35%, Foreign Language (Turkish) 35%, HUMINT 60%, Melee Weapons 60%, Persuade 60%, Search 40%, SIGINT 50%, Stealth 60%, Swim 30%, Unarmed Combat 60%



## Col. Abu al-Shishani

*Cynic turned cultist, age 46.*

**STR 13 CON 15 DEX 12 INT 12 POW 14 CHA 10**  
**HP 14 WP 14 SAN 39 BREAKING POINT 28**

**MOTIVATIONS AND DISORDERS:** Adapted to helplessness and violence; depression; obsession with the Father of War.

**SKILLS:** Alertness 50%, Athletics 50%, Demolitions 60%, Drive 50%, Firearms 60%, First Aid 40%, Foreign Language (Arabic) 50%, Heavy Weapons 60%, Melee Weapons 60%, Navigate 60%, Stealth 50%, Swim 50%, Unarmed Combat 60%.

**ATTACKS:** AK-47 assault rifle 60%, damage 1D12+1 or Lethality 10%, Armor Piercing 3, Capacity 30.

DShK heavy machine gun 60%, Lethality 20%, Armor Piercing 5, capacity 100.

AKM bayonet, unfixed, 60%, damage 1D6+1, Armor Piercing 3.

AKM bayonet, fixed, 60%, damage 1D8+1, Armor Piercing 3.

Unarmed 60%, damage 1D4.

## Typical Chechen Veteran

Thousands of Chechen fundamentalists came from Chechnya—many with help from Russian FSB agents in securing passports for safe travel to Turkey—to aid and strengthen the Caliphate. Some of the most dedicated became Col. Al-Jabiri's bodyguards.

### Veteran Chechen Fighter

*Accustomed to combat, age 21–40.*

**STR 13 CON 12 DEX 12 INT 11 POW 12 CHA 8**  
**HP 12 WP 12 SAN 50 BREAKING POINT 48**

**MOTIVATIONS AND DISORDERS:** Adapted to violence.

**SKILLS:** Alertness 50%, Athletics 50%, Demolitions 50%, Drive 30%, Firearms 50%, First Aid 40%, Foreign Language (Arabic) 50%, Heavy Weapons 50%, Melee Weapons 50%, Navigate 40%, Stealth 40%, Swim 50%, Unarmed Combat 50%.

**ATTACKS:** AK-47 assault rifle 50%, damage 1D12+1 or Lethality 10%, Armor Piercing 3, Capacity 30.

DShK heavy machine gun 50%, Lethality 20%, Armor Piercing 5, capacity 100.

AKM bayonet, unfixed, 50%, damage 1D6+1, Armor Piercing 3.

AKM bayonet, fixed, 50%, damage 1D8+1, Armor Piercing 3.

Unarmed 50%, damage 1D4.

## Typical ISIL Fighter

Most ISIL fighters are accustomed to savage violence but not necessarily to stand-up battles. Under suppressing fire, one must make a **POW×5** test to resist the urge to flee or hide behind cover.

### ISIL Fighter

*Devoted or deranged, average age 26.*

**STR 11 CON 10 DEX 10 INT 8 POW 7 CHA 6**  
**HP 11 WP 7 SAN 23 BREAKING POINT 21**

**MOTIVATIONS AND DISORDERS:** Adapted to violence and helplessness; intermittent explosive disorder.

**SKILLS:** Alertness 30%, Athletics 40%, Demolitions 40%, Drive 30%, Firearms 30%, Melee Weapons 40%, Navigate 20%, Stealth 30%, Swim 30%, Unarmed Combat 45%.

**ATTACKS:** AK-47 assault rifle 30%, damage 1D12+1 or Lethality 10%, Armor Piercing 3, Capacity 30.

AKM bayonet, unfixed, 40%, damage 1D6, Armor Piercing 3.

AKM bayonet, fixed, 40%, damage 1D8, Armor Piercing 3.

Unarmed 45%, damage 1D4–1.

## Typical Mosul Battalion Fighter

Ordinary civilians trying to reclaim their home, Mosul Battalion fighters always take cover or flee under suppressing fire.

### Mosul Battalion Fighter

**STR 10 CON 10 DEX 10 INT 10 POW 10 CHA 10**  
**HP 10 WP 10 SAN 48 BREAKING POINT 40**

**SKILLS:** Alertness 30%, Athletics 30%, Bureaucracy 30%, Demolitions 30%, Drive 30%, Firearms 30%, HUMINT 30%, Navigate 30%, Persuade 30%, Stealth 30%.

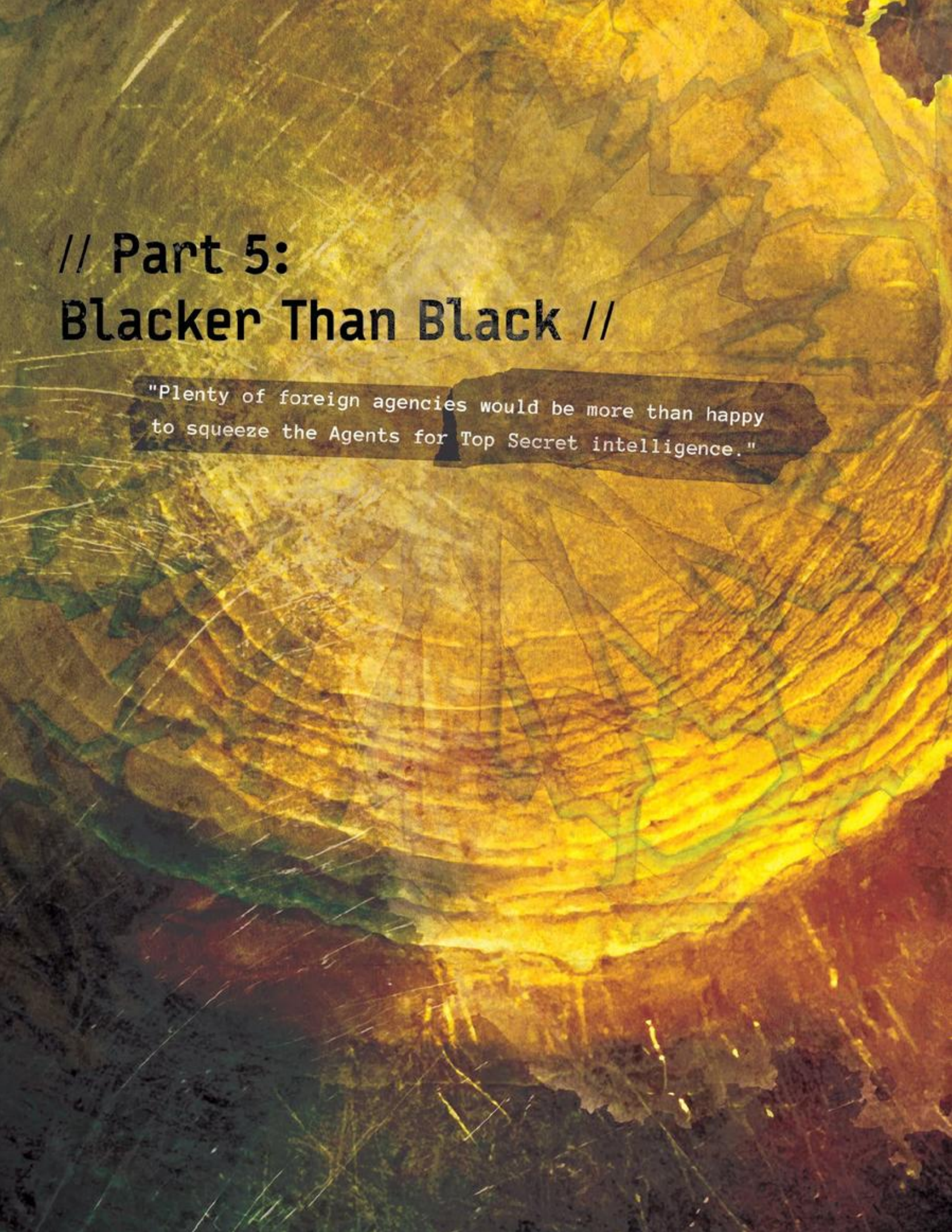
**ATTACKS:** AK-47 assault rifle 30%, damage 1D12+1 or Lethality 10%, Armor Piercing 3, Capacity 30.

Unarmed 40%, damage 1D4–1.

## The Sons of War

Most Sons of War have the same stats as a typical ISIL fighter (detailed on page 161) or a typical Chechen veteran (detailed on page 161). But they have about 20 fewer SAN and the disorder *obsession with the Father of War*.





## // Part 5: Blacker Than Black //

"Plenty of foreign agencies would be more than happy to squeeze the Agents for Top Secret intelligence."







# Part 5:

# Blacker Than Black

In “Part 3: The Evil of the Whisperer,” the Agents pursue a campaign of intelligence-gathering and black operations as they zero in on their target in occupied Mosul. These rules allow the Handler to present the challenges and risks that they face.

## Overview

The Agents can request intelligence and military actions from U.S. and allied intelligence services, and even by reaching out unofficially to rival services. But absolute secrecy is one of the Agents’ cardinal goals. Every task comes with risks.

Whenever possible, do not put the mechanical details of this system before the players. These rules are for the Handler’s use. Help the players stay focused entirely on the in-character risks and frustrations of intelligence-gathering.

Make this process personal. Play out each request as a conversation with an individual who has unique priorities and secrets. Pepper the back-and-forth of each task with details to suggest the human beings behind all the reports, translations, and data. Draw details and ideas from the sample intelligence officers in **CHARACTERS** on page 126. Keep notes about consequences and risks.

When an attempt to learn a piece of intelligence fails via one method, remind the players they can find it by other means. If U.S. signals intercepts fail to turn up a piece of data, the Agents can try Israeli signals intelligence or Iraqi spy networks. If the Iraqis don’t have an informant that can help, try the Kurds. Or they can strike a deal to change the mind of an officer who turned them down.

## Intel or Action?

Getting agencies to perform functions for the Agents is a lot like making requisitions under the *Delta Green* rules.

The Agents can make three general kinds of requests.

- » **INTEL FROM HUMAN SOURCES:** Collection of human intelligence, either through existing records or a new covert operation; requires the organization to send an asset to collect intelligence
- » **INTEL FROM TECHNICAL SOURCES:** Collection of technological intelligence such as signals intelligence, measurement and signals intelligence, geospatial intelligence, or other high-technology efforts, either through existing records or a new covert operation
- » **MILITARY ACTION:** Overt action such as an assault or airstrike. The Agents can attempt a requisition for anything from a drone-launched Hellfire missile to a submarine-launched cruise missile, using the standard requisition rules at a +20% bonus due to the Program’s pull.

Therefore, the Agents must decide:

- » What do they need?
- » How is it most likely to be available—human sources, technical sources, or a military action?
- » Which organization is likeliest to offer that capability?



# The Request

The players must designate one primary Agent to find a source and make the request. No Agent can work on a source that another Agent is already working.

- » To find a source and request *intelligence*, the primary Agent must pass a **Bureaucracy** test, or a **Military Science** test (either **Air**, **Land**, or **Sea**, depending on the source and the task) at a -20% penalty.
- » To find a source and request *military action*, the primary Agent must pass a **Military Science** test (either **Air**, **Land**, or **Sea**, depending on the source and the task), or a **Bureaucracy** test at a -20% penalty.

## The Ask

It takes 1D4 days to meet the source and make the request. Each of those days, the Agent must spend hours making calls and trying to set things up. That much time is required due to bureaucratic inertia magnified by the classification systems in place to control the distribution of secret intelligence. An Agent can effectively work only one source a day.

Before playing out the meeting, review the modifiers so you know what the chances will be. Make the roll in secret using the Agent's skill rating.

If the roll succeeds, the source agrees to try. That takes another 1D4 days. The Agent can do other things while waiting. The attempt succeeds.

If the roll fails, look at the dice.

- » If the failing roll was odd, the source tells the Agent then and there that they cannot do it. They won't even try.
- » If the failing roll was even, the source agrees to make the attempt. That takes another 1D4 days. The Agent can do other things while waiting. The attempt to fails.

## Task Difficulty

The chance of success depends not only on the Agent's skill but on the nature of the request and the service attempting it. Like equipment requisitions, intel and action requests come in difficulty levels: **Incidental**, **Standard**, **Unusual**, **Major**, and **Extreme**. The harder the task, the greater the risk of attention and the worse the blowback with a fumble.

If the Agent's chance of success is high enough after applying all modifiers, an **Incidental**, **Standard**, or **Unusual** request may succeed without a roll. A **Major** or **Extreme** request always requires a roll.

See **SAMPLE REQUESTS AND MODIFIERS** on page 107 for dozens of sample requests. Use those as guides for creating others.

## Materiel Requisitions

The Agents can also requisition the supplies and tasks described in the **EQUIPMENT AND VEHICLES** chapter of the *Agent's Handbook*. Because Operation BONE BOX is hidden in the U.S. government's support of Operation CONQUEST and this is an active war zone, the costs and values have a different scale.

**BIGGER BUDGETS:** When using the tables in the *Agent's Handbook* (pages 96 to 103), a good rule of thumb is to reduce the requisition difficulty by one level, to a minimum of Incidental.

**EASIER REVIEW:** Official review may still occur, but the Program prioritizes this operation highly. It quietly exerts influence on the Agents' behalf. The Agents receive a +20% bonus to a skill roll to justify use of an asset or a request for access unless the effort was clearly a complete failure, in which case there is no modifier.

**UNRESTRICTED ITEMS:** All items marked RESTRICTED in the *Agent's Handbook* are available to the Agents, including things like access to airstrikes and getting a special operations team to provide security.



## &gt;&gt;Modifiers by Task Difficulty

| Difficulty   | Modifier | Automatic Success            | Risk of Attention                                                 |
|--------------|----------|------------------------------|-------------------------------------------------------------------|
| ▲ Incidental | +40%     | 60%+ including all modifiers |                                                                   |
| ▲ Standard   | +20%     | 70%+ including all modifiers |                                                                   |
| ▲ Unusual    | +0%      | 80%+ including all modifiers |                                                                   |
| ▲ Major      | -10%     | n/a                          | If high profile; or if medium profile if the attempt fails        |
| ▲ Extreme    | -20%     | n/a                          | If high or medium profile; or if low profile if the attempt fails |

Unusually sensitive or difficult tasks risk attracting attention. See **UNWANTED ATTENTION** on page 102 for details.

Military and espionage actions are notorious for the many ways they can go wrong. Any fumbled attempt results in blowback. See **FUMBLE: BLOWBACK** on page 168 for details.

### Other Modifiers

Other factors make a request more or less likely to succeed and more or less likely to reveal the Agent's crimes to unwanted observers.

**AGENT ASSISTANCE:** Each Agent helping the effort may roll for an assisting skill. See **AGENTS ASSISTING** on page 168 for details. *Fumble:* the attempt backfires, incurring a -20% penalty. *Failure:* add +10%. *Success:* add +20%. *Critical success:* add +40%.

**AGENT BACKGROUND:** An Agent can have high **Bureaucracy** or **Military Science** skill without knowing how to navigate the world of international intelligence. A character from an occupation that has nothing to do with intelligence collection suffers a -20% penalty to an intelligence request. One from an occupation that has nothing to do with covert action suffers a -20% penalty to a military action request. Whether that's the case is a judgment call by the Handler.

**ORGANIZATION ACCESS:** Some organizations incur a penalty or bonus to the request. See **SOURCES** on page 91 for details and descriptions. Keep these numbers secret from the players. They should respond to what their Agents broadly know about the services and to their successes and failures in particular requests.

### Failure: Other Sources and Second Chances

All too often, supposedly reliable sources prove useless. Failure means the intel was not available or was not useful. Or it means the requested military action was refused or was unsuccessful.

If the action would have been more likely to succeed under a different method—if human sources would have been better than technical sources—make that clear to the Agents in an after-action report from the service that made the attempt.

### A Different Service

The easiest answer is usually to go to a different service with the same request. Maybe the Agents will be luckier.

### Doing a Favor or Getting Dirt

The Agents can go to the same source again with an offer to do a favor in return for more help. That kind of horse-trading is risky but it is an ancient tradition among allied intelligence services, where one service needs action or information where another has better resources. The Agents can also look for dangerous leverage to force their source to produce a different result. Either way, see **GOING ROGUE** on page 171 for details.

### Help from a Bond

If an Agent has a Bond who is in a position to help, the Agent can lean on that Bond to get a second chance with the same service. The chance of success depends on the Agent's **Charisma** and the culture of



## &gt;&gt;Modifiers for Requesting Intelligence and Military Action

|                                    | U.S.<br>Services | Israel:-<br>Mossad | Turkey: MiT          |                      | Iraq:<br>IIS | Iraq:<br>ISOF | Kurds:<br>Asayish | Iran:<br>Quds | Syria:<br>MID |
|------------------------------------|------------------|--------------------|----------------------|----------------------|--------------|---------------|-------------------|---------------|---------------|
|                                    |                  |                    | Up to 15<br>JUL 2016 | After 15<br>JUL 2016 |              |               |                   |               |               |
| Intel from<br>Human<br>Sources     | -30%             | +10%               | -20%                 | -40%                 | -10%         | +10%          | +10%              | (+10%)*       | (-10%)*       |
| Intel from<br>Technical<br>Sources | +10%             | -10%               | -40%                 | -60%                 | -30%         | -30%          | -50%              | (-30%)*       | (-30%)*       |
| Military<br>Action                 | +10%             | -10%               | -20%                 | -40%                 | -30%         | -10%          | -50%              | (-10%)*       | (-30%)*       |
| Request<br>Profile                 | High             | Medium             | Low                  | Low                  | Medium       | Medium        | Low               | Low           | Low           |

\* Iran's Quds Force and Syrian military intelligence are restricted. The Agents cannot make a request of them until they must reach out to a source with a favor, bribe, or blackmail. See **CONTACTING A RESTRICTED AGENCY** on page 170 for details.

## The Turkish Coup

On 15 JUL 2016, Turkish soldiers capture the Istanbul headquarters of state broadcasting company TRT, Turkish Radio and Television. They force a news anchor to announce a coup against the government of President Recep Tayyip Erdoğan. Members of the armed forces attempt to seize control of sites in far-flung cities. They fire on anti-coup protestors. Government buildings are bombed. Loyalist forces fight back. Over 300 people die and 2,100 are injured.

The coup unravels the next day. Erdoğan flies home from vacation during the fighting to be greeted by a cheering crowd. He blames U.S. resident Muhammed Fethullah Gülen for masterminding the attempted coup. Mass arrests take over 77,000 into custody, including at least 10,000 soldiers, nearly 3,000 judges, and about 150 employees of TRT. TRT employees report 1,800 forced to retire, 3,000 transferred to other state institutions, and 5,000 dismissed. Over 15,000 education faculty are suspended and 21,000 teachers' licenses are revoked.

International response largely favors Erdoğan, but confusion and suspicion linger. The U.S. government refuses to surrender Gülen to Turkish custody. Critics and skeptics in foreign intelligence and diplomatic services doubt Gülen's involvement. Some suggest Erdoğan instigated the coup in order to crack down on opposition.

All this could well happen during this scenario. The MiT, Turkish intelligence, backs Erdoğan. That strongly affects any attempts by the Agent to get intel or assistance out of Turkey. After 15 JUL 2016, all official intelligence requests and all chances of actions succeeding are much more difficult but all attempts to secure aid through bribery, blackmail, or horse-trading are easier. See the **MODIFIERS FOR REQUESTING INTELLIGENCE AND MILITARY ACTION** table.



## Agents Assisting

An Agent with a background that pertains to the kind of intelligence or action being requested, and a skill that pertains to it, can help the primary Agent. See **TASK DIFFICULTY** on page 165 for the effects.

These are the likeliest skills to assist with an intelligence or operations request. Nearly any other could apply if the players come up with a persuasive application.

- » Accounting
- » Anthropology
- » Bureaucracy
- » Computer Science
- » Criminology
- » Foreign Language (Arabic, Hebrew, Kurdish, Persian, or Turkish as appropriate)
- » HUMINT
- » Law
- » Military Science
- » Persuade
- » SIGINT

## >>Chance of Getting Help from a Bond

| U.S. Services | Israel: Mossad | Turkey: MiT  | Iraq: IIS    | Iraq: ISOF   | Kurds: Asayish | Iran: Quds | Syria: MID |
|---------------|----------------|--------------|--------------|--------------|----------------|------------|------------|
| CHA×5         | CHA×5 at -10   | CHA×5 at -10 | CHA×5 at -20 | CHA×5 at -10 | CHA×5 at -20   | n/a        | n/a        |

\* Iran's Quds Force and Syrian military intelligence are restricted.

the service. Success or failure, the Agent loses a point from the Bond. If the favor fumbles and that results in blowback, the Bond loses 1D6 points.

### Fumble: Blowback

If a request results in a fumble, something went badly wrong. At risk could be the Agents' careers, possible prosecution, assets, or even exposure of outsiders to the unnatural.

### Blowback From Gathering Intelligence

In a fumbled intelligence collection, classified intelligence was compromised or an asset was lost. Either way, the target of the action knows that someone is after them. Future efforts against the same target are at -20% due to their new alertness.

### Blowback From Military Action

In a fumbled military action, the mission was not only unsuccessful but casualties were inflicted. This can range from anything from a local operative being killed or (worse) captured to a safe house being blown, or even a drone or helicopter being lost. Future attempts to secure military action from the same service are at -20%.

### Blowback With an American Service

If the fumbled task was attempted by U.S. services, official review is mandatory. One of the Agents must make a **Law** roll to justify their actions with false testimony to a review board, occupying 1D4 days. Unless the fumble cost lives, the Agents receive a +20% bonus to justify it, thanks to the Program's incognito string-pulling.



| Task Difficulty                                                                              | Blowback Consequences                                                                                              |
|----------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|
|  Incidental | Reprimand, -10%                                                                                                    |
|  Standard   | Reprimand, -20%                                                                                                    |
|  Unusual    | Reprimand and investigation: roll again to avoid suspension, transfer, or demotion                                 |
|  Major      | Make a <b>CHA</b> x5 test: <i>success</i> : suspension; <i>failure</i> : transfer or demotion, the player's choice |
|  Extreme    | Firing or prosecution: see the <i>Agent's Handbook</i> , page 80                                                   |

If the **Law** roll fails, the primary Agent who requested the task and all assisting Agents suffer professional consequences. The harder the task that was attempted, the worse the blowback. If the **Law** roll fumbles, the blowback is one difficulty category worse.

**REPRIMAND:** The Agent suffers the listed penalty to future attempts to secure intelligence or military action from U.S. services, and from all rolls to assist with one, for 1D4 weeks.

**SUSPENDED:** The Agent can succeed at no requisition attempts from any services *except restricted ones*, and suffers a -20% penalty to all attempts to assist with a requisition, for 1D4 weeks.

**DEMOTED:** For the rest of Operation BONE BOX, the Agent suffers a -20% penalty to all future requisition attempts from all services, and from all rolls to assist with one.

**TRANSFERRED:** The Agent must make a **Luck** roll with the first new requisition attempt from a given U.S. or international service and from each new attempt to use a given skill to assist with one. If it fails, the Agent has no access to the service or use of that skill to assist with requisition in their new position. If it succeeds, they still have the same access.

### Blowback With a Foreign Service

If the task was requested from a foreign service and the requesting Agent makes a **Luck** roll, there are no immediate repercussions. The target they were trying to manipulate does not want their own agency to know. They keep silent. But they explicitly expect a favor in the future in exchange for their silence.

If the Agents refuse or the **Luck** roll fails, they have earned a motivated antagonist who wants to return the favor by wrong-footing them sometime in the future. The details are up to the Handler.

### Preventing Blowback

If the Agents want to avoid blowback, they can attempt to cover their trail. They may need to engage in illegal actions to the shift blame, create a scapegoat, destroy evidence, compromise witnesses, and so on. That usually means **GOING ROGUE** as described on page 171.

## Unwanted Attention

The Agents could draw questions and trouble despite the Program's best efforts. Whether a request draws unwanted attention depends on its difficulty and on the Agents' profile when making a request of agency.

If a request qualifies, secretly roll 1D4. After that many days, have a random player make a **Luck** roll to see if their work has drawn unexpected attention.

### Rising Risks

The **Luck** roll is at +40% the first time a player makes it. It drops by 20% each time after that, regardless of the organizations contacted: +20%, +0%, -20%, then -40% at the lowest. Keep a tally of how many times they have made requests that risked attention and change the modifier accordingly.



| Request Profile | Requests That Draw Attention                                                                                                                                                                                                          |
|-----------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Low             | Any  <b>Extreme</b> request that fails                                                                                                               |
| Medium          | Any  <b>Major</b> request that fails or any  <b>Extreme</b> request |
| High            | Any  <b>Major</b> or  <b>Extreme</b> request                        |

Tell the players that it's a **Luck** roll. Tell them the modifier. Tell them it's because their recent activities risk drawing attention.

If the **Luck** roll succeeds, nothing comes of it. With a critical success, the next **Luck** roll they must make to avoid attention counts as one success category better: a fumble becomes an ordinary failure, a failure becomes a success, a success becomes a critical success.

If the **Luck** roll fails or results in a fumble, the request that triggered it brings attention.

## Creating the Details

The Handler has wide latitude in defining "attention." It is not necessarily as severe as the blowback that comes with a fumbled request roll. The Agents may be able to talk their way out of it. At the Handler's discretion, that could require a **CHA×5** test or a **Persuade** test. It could require promising to do a favor to smooth things over, as described in **GOING ROGUE** on page 171. The trouble and the challenge of getting out from under it should be far worse if the **Luck** roll was fumbled.

If all else fails, it could indeed draw the kind of scrutiny that gets Agents reprimanded or arrested. See **FUMBLE: BLOWBACK** on page 168 for the worst possibilities.

Let the players take a break while you take a few minutes to invent the details according to who made the request, which agency they worked with, the target, and the nature of the request. It could come in the form of a counterintelligence official following hints of espionage. Or a case officer angry that the Agents have interfered with an asset. Or a visitor from another corner of JSOC wanting explanations

for an action gone wrong. Or a Mossad agent tailing an Agent in Kirkuk and reporting their movements to a concerned intelligence chief. Or whatever you care to invent.

The increasing risk of attention ought to make the players fear that their gambles and crimes are catching up with them. It ought to make them worry that their deadly secrets are only one bad day from coming to light. Make it *specific*. Make it *personal*. Imagine the danger or trouble that the Agents have caused for this official. How far will they go to stop it?

# Contacting a Restricted Agency

Iranian and Syrian sources are off-limits for the Agents. But why should that stop them? The Quds Force or Syria's MID might be the only option when every other asset has failed.

Before even making the attempt, the Agents must make an **Unusual** request for human intelligence from an organization that might have the right files or access. There is no time for the Agents to develop this kind of intelligence on their own.

If the request fails without fumbling, nothing comes of it. The Agents have to try something else.

## Success: Time to Go Rogue

If the request succeeds, the Agent gets a meeting, either in person or remotely, and can attempt to arrange a request through blackmail, bribery, or offering to do a favor. See **GOING ROGUE** on page 171 for details.

## Fumble: Trouble

If the request fumbles, the go-between sees an opportunity. After all, the effort could be spun to portray the Agent as a traitor to the U.S. Plenty of foreign agencies would be more than happy to squeeze the Agents for Top Secret intelligence.

The go-between demands a favor (see **DOING A FAVOR** on page 171), and offers nothing in return except declining to turn the Agent in for possible prosecution and firing.



Of course, the Agents' own counterintelligence services were created to prevent exactly this. There is always the chance that in a few months, or a few years, there will be a knock at their door and a request to come to the office to clarify a few things. The Program may be so far beyond this operation as to offer little help. But the Agents don't know that now.

## Going Rogue

The Agents may need to break even the scant laws and rules that govern their operation. Going rogue usually means either using the Agent's resources to do a favor, also called horse-trading; or blackmail; or bribery. The chance of success depends on the culture of the target's organization and the Agents' access to it.

### Doing a Favor

A recalcitrant or restricted source may demand that the Agents perform an entirely separate intelligence collection or military action before cooperating. If the players don't seem aware, remind them that this is espionage and could get the Agents imprisoned for decades.

### How the Source Responds

Make a roll according to the character of the service being approached.

*Critical Success:* The source agrees to make the attempt if the Agents hold up their end. Treat the difficulty of the source's effort as one category better: **Standard** instead of **Unusual**, **Unusual** instead of **Major**, and so on.

### >>Chance of Exchanging Favors

| U.S.<br>Services | Israel:-<br>Mossad | Turkey: MİT          |                      | Iraq:<br>IIS | Iraq: ISOF | Kurds:<br>Asayish | Iran:<br>Quds | Syria:<br>MID |
|------------------|--------------------|----------------------|----------------------|--------------|------------|-------------------|---------------|---------------|
|                  |                    | Up to 15<br>JUL 2016 | After 15<br>JUL 2016 |              |            |                   |               |               |
| 50%              | 50%                | 50%                  | 70%                  | 70%          | 70%        | 70%               | 30%           | 50%           |

| Roll | Demand (1D6)                        | Target (1D12)               |
|------|-------------------------------------|-----------------------------|
| 1    | Intelligence from human sources     | U.S. Intelligence Community |
| 2    | Intelligence from human sources     | U.S. Intelligence Community |
| 3    | Intelligence from technical sources | U.S. Intelligence Community |
| 4    | Intelligence from technical sources | Israel's Mossad             |
| 5    | Military action                     | Israel's Mossad             |
| 6    | Military action                     | Israel's Mossad             |
| 7    |                                     | Turkey's MİT                |
| 8    |                                     | Iraq's IIS                  |
| 9    |                                     | Iraq's ISOF                 |
| 10   |                                     | Kurdistan's Asayish         |
| 11   |                                     | Iran's Quds Force           |
| 12   |                                     | Syria's MID                 |



*Success:* Everything goes as planned. If the Agents deliver, the source makes the attempt.

*Failure:* The source refuses to accept a favor or do one.

*Fumble:* The source agrees to work with the Agents. But when they deliver, the source blackmails them into doing another favor instead of delivering anything.

### What the Source Wants

The Agents must arrange a task of the same difficulty as the task they want the source to perform. Create the details of the favor based on the source's personal or professional needs, or roll randomly on these tables.

### Blackmail

Digging up dirt on a source to use as leverage requires a **Major** intelligence collection from human sources. Invent the details according to the target's background or roll on the tables below. Next, the Agents must secure cooperation by threatening to expose the target. The chance depends on the character of the target's intelligence service. If that fails, the target refuses to cooperate. Whether the Agents follow through with their threats is up to them. If the target was someone else's asset, they are not going to be happy with the Agents. If the roll fumbles, the target tries to help but is caught by their home counterintelligence services. The Agents get nothing and face official review without gaining the usual bonuses provided by the Program.

### >>Chance of Blackmail Success

| U.S.<br>Services | Israel:-<br>Mossad | Turkey: MiT          |                      | Iraq:<br>IIS | Iraq: ISOF | Kurds:<br>Asayish | Iran:<br>Quds | Syria:<br>MID |
|------------------|--------------------|----------------------|----------------------|--------------|------------|-------------------|---------------|---------------|
|                  |                    | Up to 15<br>JUL 2016 | After 15<br>JUL 2016 |              |            |                   |               |               |
| 30%              | 30%                | 30%                  | 50%                  | 30%          | 30%        | 30%               | 30%           | 50%           |

| Roll | Form of Compromise (1D6)                                                                   | Compromising Service (1D12) |
|------|--------------------------------------------------------------------------------------------|-----------------------------|
| 1    | Abuse of official position                                                                 | U.S. Intelligence Community |
| 2    | Already compromised by another espionage service (roll in the COMPROMISING SERVICE column) | Israel's Mossad             |
| 3    | Extramarital affair or unacceptable sexuality                                              | Israel's Mossad             |
| 4    | Bribery, fraud, or theft                                                                   | Turkey's MiT                |
| 5    | Unacceptable political or religious beliefs                                                | Iraq's IIS                  |
| 6    | Cover-up of a serious crime                                                                | Iraq's IIS                  |
| 7    |                                                                                            | Iraq's ISOF                 |
| 8    |                                                                                            | Kurdistan's Asayish         |
| 9    |                                                                                            | Kurdistan's Asayish         |
| 10   |                                                                                            | Iran's Quds Force           |
| 11   |                                                                                            | Iran's Quds Force           |
| 12   |                                                                                            | Syria's MID                 |



## Bribery

The chance of an official being susceptible to bribery depends on their organization. The bribery itself requires cash equivalent to a requisition (see page 84 of the **EQUIPMENT AND VEHICLES** chapter of the *Agent's Handbook*) equal to the difficulty of their request. In other words, if they need a task with **Major** difficulty,

the cost is equivalent of a **Major** expense. Furthermore, failing a **Luck** roll adds one expense level to the cost, or two levels with a fumble. If the price passes the value of an **Extreme** expense (\$36,000), the Agents must make two separate **Extreme** requisitions.

If the source prices themselves out of the Agents' ability to pay, the Agents are in no way required to agree to the bribe.

### >>Chance of Bribery Success

| U.S.<br>Services | Israel:-<br>Mossad | Turkey: MiT          |                      | Iraq:<br>IIS | Iraq: ISOF | Kurds:<br>Asayish | Iran:<br>Quds | Syria:<br>MID |
|------------------|--------------------|----------------------|----------------------|--------------|------------|-------------------|---------------|---------------|
|                  |                    | Up to 15<br>JUL 2016 | After 15<br>JUL 2016 |              |            |                   |               |               |
| 30%              | 30%                | 30%                  | 50%                  | 50%          | 30%        | 30%               | 30%           | 50%           |

## When Funding Fails

If the Agents run out of money for bribes or trading, they have a couple of last-ditch options: embezzlement and theft.

### Embezzlement

Embezzling funds from one of the Agents' agencies requires an **Accounting** roll. The roll is at -10% to cover a **Major** expense or -20% to cover an **Extreme** expense.

Misappropriating funds equivalent to a  **Standard** or  **Unusual** expense can be done from any device with an Internet connection. Misappropriating funds equivalent to a **Major** or **Extreme** expense requires software and databases on computers owned by the Agent's own agency or organization. The Agents have access to such computers at their temporary headquarters at Kirkuk Airport.

*Failure:* Security is too good. The Agent can steal the money anyway, but the consequences are the same as with a fumble.

*Fumble:* The Agent gets caught. See **FUMBLE: BLOW-BACK** on page 168 for details, but the consequences are more dire. The Agent faces firing for attempting to misappropriate a  **Standard** or  **Unusual** requisition and prosecution for one that is  **Major** or  **Extreme**.

### Thievery

Stealing valuable vehicles or equipment for sale to the black market requires a **Military Science** roll to identify a lucrative theft and a **Criminology** roll to connect with a buyer. Each roll requires 1D4 days and counts as an Agent's only task each day. An item with **Extreme** value incurs a penalty of -20%. An item of **Standard** value can be stolen without a roll.



# // Appendix //

THE FATHER OF WAR WAITS

HUNGRY TO LICK THE SKIN FROM THE WORLD

WAR HIS ENDLESS GIFT

BLOOD HIS ENDLESS PRICE

FREE HIM AND PAY







# The Father of War

The lethal menace at the heart of *Iconoclasts* is a manifestation of Nyarlathotep. Diligent and lucky Agents might suppress it in Mosul. It could rise again at the whims of the blind, idiot Outer Gods that the Crawling Chaos inscrutably serves.

## The Father of War (Avatar of Nyarlathotep)

In the distance, the approach of the Father of War might look like a cloud of insects, moving over the ground and through the air, perhaps seen in silhouette against the moon. It's not easy to see black obsidian at night, and night is the only time when the Father of War has power.

The Father of War cannot manifest in daylight. Moonlight, the reflection of sunlight, also slows it down. The stats for the Father of War depend on the amount of moonlight in the sky. A full moon is the most weakening. As long as the sun is down and full dark reigns, or anytime indoors or underground, the Father moves with terrible power and claims the blood it is owed.

### Effects and Abilities—The Father of War

**BRITTLE:** Hard materials that would be unaffected by scalpel-sharp obsidian chips are impervious to the Father of War. That includes everything from solid stone to steel to ordinary glass. The individual chips do not have enough mass to break through even thin surfaces, provided that surface is hard enough.

**DREAMS OF BLOOD:** Anyone sleeping within 200 meters of the Father of War, or even of its fleeting course through the night sky, experiences horrible dreams about cutting flesh and flowing blood. Dreamers wake deeply disturbed but unable to understand what they have experienced. Such dreams cost 0/1D4 SAN. Having any skill in **Unnatural**, even if it's 1%, prevents these nightmares.

**ENGULF AND FLAY:** Once per turn, the obsidian chips that make up the Father of War can surround all living creatures within a three-meter radius and skin them alive. One who makes a **Dodge** roll can escape, but only if the Father of War chooses to remain with the others. Whether it does can be determined by the victims' **Luck** rolls or the whim of the Handler. Once the Father's obsidian chips have struck a victim, they continue to cause damage each turn until the victim dies or begs for the Father's mercy. The damage depends on the amount of moonlight. Body armor and protective suits, even ordnance disposal suits, provide no protection. The chips shred their way through cloth and Kevlar and wiggle under and behind ballistic plates.

**FLIGHT:** The Father of War crawls across surfaces like a carpet of insects at about the speed of a running man, or it can whirl through the air like a tornado at about 90 kph.

**HAUNTER OF THE DARK:** If the light of the sun touches the Father's obsidian flakes, they fall to the earth not only inanimate but purged of the Father's presence. The Father cannot inhabit those flakes again until they have been baptized in human blood during the ritual to summon the Father of War. It is just as vulnerable to sunlight reflected from mirrors and lenses,

### >>Stats for the Father of War

| Light         | STR | CON | DEX | INT | POW | HP | WP  | Damage |
|---------------|-----|-----|-----|-----|-----|----|-----|--------|
| Full moon     | 10  | 50  | 15  | 20  | 25  | 30 | 25  | 2D4    |
| Half moon     | 15  | 75  | 18  | 40  | 50  | 45 | 50  | 2D6    |
| Full darkness | 20  | 100 | 21  | 80  | 100 | 60 | 100 | 2D8    |



however elaborate. But the sunlight must be natural, straight from the star the Earth orbits. Artificial light has no effect.

**TRANSCENDENT:** The Father of War is made up of tiny slivers of obsidian. Most attacks have no effect. The Father of War could be immobilized and disabled if all its obsidian shards were melted at once. Being entirely trapped in a blast furnace at full heat would do it. So would full immersion in hydrofluoric acid. An air-dropped Mark 77 incendiary bomb hitting dead center. A nuclear blast. The speed and mobility of the Father of War, among other factors, make those solutions unlikely for Agents. Damage from hypergeometry has full effect. Elder Signs keep the Father of War at bay.

**RITUALS:** All that the Handler wishes to bring into play, exerted with as little effort and time as the Handler wants.

**SANITY LOSS:** Most encounters with the Father of War cause SAN loss. See the **SAN LOSSES FROM THE FATHER OF WAR** table for examples.

### >>SAN Losses: The Father of War

| Event                                                   | SAN Loss |
|---------------------------------------------------------|----------|
| Seeing the Father as an animate wave of obsidian shards | 1/1D6    |
| Seeing or hearing the Father communicate                | 1/1D6    |
| Seeing the Father skin victims alive                    | 1/1D10   |
| Being skinned alive by the Father, each turn            | 1D6/1D20 |

## OPINT: Deep-Sea Defense

This unusual option might occur to an Agent who succeeds at a **Military Science (Sea)** test. The Handler should not suggest it unless the Agents are fishing around for means of defending against the swarming obsidian shards of the Father of War.

The U.S. Navy deploys the ADS2000 atmospheric diving system or “hardsuit” for deep diving without the need for decompression. The hardsuit’s aluminum hull is so tightly sealed that it would even keep out the obsidian shards of the Father of War.

An Agent must have special training in SCUBA diving to use the ADS2000 without taking a monthlong training course. It weighs over 360 kg (including a motorized propulsion system) and is intended to be deployed in the buoyancy of water. Even removing the propulsion system, a wearer needs a minimum STR of 15 to move in the open air, and then only at a slow walk.

Gaining access to a single such suit is considered a **Major** requisition. Getting it into Mosul would be an **Extreme** requisition.



## Neutralizing the Father of War

Sunlight and magic. Unless the Agents can muster an improbable application of incendiaries, those are their best options.

### Sunlight

The Father of War moves without fear while it is safe from direct sunlight. Depending on the environment it chooses to inhabit or where it pursues its victims, this brashness could bring about its banishment. The use of explosives, particularly shaped charges, could result in a building roof or cave tunnel being blasted open to allow the deadly glare of sunlight. It would have to be sudden. If a buried Father of War becomes aware that its lair is being dug up in broad daylight, it swiftly digs deeper into the earth to avoid the sun.

### The Elder Sign

If a Son of War comes within 10 meters of an Elder Sign, its power drives the implanted obsidian chip out of the Son, inflicting 2D4 damage. Whether the involuntary cultist stays loyal to the Father of War is up to the Handler. A Son of War who has been enslaved by the Father of War more than a couple of weeks is likely to be devout and need no coercion. Others flee, drawing the violent assaults of the Father of War above all others, above even the Agents. That could buy the Agents a turn or two.

While an Elder Sign can keep the Father at bay, it must be deployed with precision. The Father of War flies too swiftly and fluidly to be hemmed in by Elder Signs in the open. Carrying the Elder Sign around or inscribing it by gestures in the air likewise give no protection at all. Shards of the Father of War easily flow around the tiny obstruction. An Elder Sign placed to trap the Father of War in its tunnels buys the Agents a week, no more, as the Father's obsidian shards grind away at limestone and earth until it digs free.

### Closing the Breach

Ancient enemies of the Father of War created a means of banishing it, a hypergeometric ritual. That was long ago. The Agents could master it by bringing together the clay tablets that make up *Winds Unknown to Adad*, described on page 185.

As an alternative, ambitious Agents could attempt what the ancients had to do and create a version of the Closing of the Breach ritual that banishes the Father of War. They must learn some other version of The Closing of the Breach, such as from the journals of Tariq Mohammed Rassam. And they must learn the ritual Call Forth Those From Outside (The Father of War), perhaps from a recent recruit of the Sons of War, freed from his obsidian stone. They have no need to actually *use* that horrid ritual, but they must know its methods.

Having mastered those rituals, they could attempt to create a version of The Closing of the Breach that focuses specifically on the Father of War. That takes a week of research and study, which costs 1 SAN from the unnatural. Then it requires an **Unnatural** skill test *and* a ritual Activation Roll. If both succeed, the Agent loses another 1D4 SAN from the unnatural and has crafted the ritual The Closing of the Breach (The Father of War). Multiple Agents can work together if all know the necessary rituals. At least one must succeed with **Unnatural** and at least one must succeed with the Activation Roll. All participants suffer the SAN losses of the attempt and of success.

### The Throne of Blood

The Throne of Blood, the bronze amphora that imprisoned the Father of War for millennia, was crafted under the Father's guidance as a gate through which it could manifest on Earth any time it wished. Even if the Father is banished via the Closing of the Breach ritual, it can return immediately to the material plane via the Throne of Blood. If its material form is completely destroyed, it returns to the Throne of Blood as soon as a follower enacts the ritual Call the Father. Sealing the Throne of Blood with its Elder Sign stopper before banishing the Father of War prevents its return.



# Rituals

Delta Green frowns heavily on using the unnatural to confront the unnatural, but that may be the Agents' best option to defeat the Father of War.

## Elder Sign

The Elder Sign ritual is described on page 178 of the *Handler's Guide*.

## Call Forth Those From Outside (The Father of War)

*Complex ritual.* Study time: *days*; 1D10 SAN; *Craft (Stoneworking)* +1D4%. Activation: *hours*, 20 WP (*drawn from sacrificial victims*) 1D10 SAN.

This ritual, unknown except by those who have been taught it by the Father of War, permits the Father to manifest on earth. The ritual must be carried out under a night sky when the new moon is at its darkest. Human sacrifices of at least 10 WP must be skinned alive using blades of obsidian. After each sacrifice, the operator shatters that blade. The blood of the sacrifices is spilled on chips of obsidian that were formed while making the blades. The Father of War manifests through the bloodied shards. If the Father arrives and is not immediately presented with another 10 WP in sacrifices to claim for itself, it claims the life of the operator. With each new sacrifice, a new obsidian blade is created and chips from that creation are added to the Father until it grows to the form presented here.

When first called, the reduced Father has all the same stats, except it only does 1D4 damage per turn due to the small amount of chips available. The damage grows with the Father.

The Father of War must answer the call. It can simultaneously inhabit any amount of obsidian chips separated by any distance. Sets of chips can be brought together to join larger swarms, or divided to create multiple swarms that share the Father's consciousness. This growth has no known endpoint.

## Clear the Path

*Simple ritual.* Study time: *days*; 1D6 SAN. Activation: *two turns*; WP *varies*, SAN *loss varies*.

A simple chant in a pre-human language accompanied by a precise series of hand gestures causes a blocked path to open. Tariq Rassam used it to part the sands in his swimming pool and to reveal the secret door in the deep end.

This ritual could be used to open many kinds of paths. The snow blocking a pass could be instantly shifted, as could boulders from an avalanche. A cloud of chemical weapon gas could be parted. The masonry in a wall, the running water of a river, or even, if enough WP were expended, the waters of a sea could be parted to allow safe passage. Material shifted returns to its original position in an hour leaving no sign that anything has happened. The ritual cannot part living matter.

The amount of matter moved depends on the WP spent. Spending 1 WP can shift 1 metric ton of material. Every WP spent costs the operator 1 SAN.

Agents looking to use this ritual to open an escape path through the Father of War, thus preventing the inorganic obsidian chips from touching them, would have to succeed in a WP×5 contest against the Father's WP×5, with each WP spent providing one WP to be used in the contest. Such an effort is unlikely to succeed unless the father is being degraded by exposure to moonlight.

## The Closing of the Breach (The Father of War)

*Complex ritual.* Study time: *days*; 1D4 SAN. Activation: *an hour*; 10 WP and 1D6 SAN.

This ritual is contained in the reassembled *Winds Unknown to Adad*. It must be performed within one cable of the Father of War. A cable is a standardized Assyrian distance equal to 720 cubits, 373.4 meters, or 1,225.2 feet. Once the ritual begins, the Father of War cannot approach, retreat from, or interfere with the operators. The Sons of War may do so at their will, motivated by fear of the obsidian chips inside them. The chips cannot attack the operators of the ritual, but they can attack the Sons who carry them.



The ritual involves long, chanted exhortations in Akkadian, Aramaic, and Sumerian. The operator need not understand those languages. Mastering the ritual means learning them by rote if necessary. To an operator who can understand them, the gist of the chants is that Shagash, the god of slaughter, the Father of War, has been satiated by bloodshed and now must leave in peace; that holy Enlil sends cleansing winds and storms to drive the god of slaughter away, and smashes the sharp blades with his mattock; that Inanna, the Queen of Heaven, goddess of war and love, decrees that war is over and demands that the god of slaughter depart; that her brother Utu, the sun, the god of justice, shines down upon the god of slaughter and compels him to depart; and so on. All that is mixed with imprecations and abjurations in older languages that no human scholar could identify because they formed in tongues older than humanity.

While singing, the operator places on the ground statues that represent the Sumerian gods Enlil, Inanna, and Utu. The statues can be small, and they can be simple or even childlike. No particular skill is required. The operator, chanting, inscribes sigils in the stone or earth. Scholars of ancient languages would recognize some as Akkadian pleas for the Father of War to depart. Scholars of older wisdom might recognize others as versions of the Elder Sign.

The ceremony culminates with the breaking of weapons. The description of the weapons to be broken is unclear. If the operator chooses to break an obsidian knife, or a bronze sword, or smash an AK-47 with sledgehammers until it is inoperable, that satisfies the ritual. The obsidian chips that make up the mass of the Father of War collapse to the ground, inanimate. It remains banished until someone summons it again with Call Forth Those From Outside (The Father of War).

It is clear in the compiled texts that even if the Father is banished via the Closing of the Breach ritual, it can return immediately through the Throne of Blood. The way to block its return is to seal the Throne of Blood with its Elder Sign stopper before banishing the Father of War. Once that is done, the Father cannot return.

## The Flower of Dilmun

*Elaborate ritual.* Study time: *weeks*; *Unnatural* +3%, 2D4 SAN. Activation: 1 day; 9 WP, 1D4 SAN and 1 HP.

This alchemical ritual looks like a chemistry experiment with deep meditation, chanting, and blood-letting. Thought to be the key to immortality, it results in a thick vermilion potion, both chalky and sharply sour, made in part from cinnabar (mercury sulfide), fine-powdered gold, and the pungent and faintly acidic excretions of an unseen, extradimensional presence. The ritual takes effect after the operator drinks the potion, which otherwise loses all potency in 1D4 hours. The ritual adds 3D6 to the operator's CON score. The added CON points fade at 1 per month. Each time the operator uses the ritual, it permanently costs 1 INT. But the INT loss does not apply right away. As long as the operator remains under the potion's effects, the INT loss does not accrue. If the potion ever wears off entirely, all INT lost to all uses of the ritual accrue at once.

## Geasa

*Simple ritual.* Study time: *days*; 1D10 SAN. Activation: two turns; 15 WP or 2 POW, 1D6 SAN.

This combination of ritual utterance and complex hand gestures is essentially a version of the Infallible Suggestion ritual from page 180 of the *Handler's Guide*. If the operator overcomes the target in an opposed POW×5 roll, the target is ready to receive a command. The command must be in the target's native language and must consist of a prime number of words (2, 3, 5, 7, 11, 13, 17, 19, 23, etc.). Prohibitions can be issued, such as "Never return to this place" or "Don't kill her." Ordering a killing spree, suicidal action, or some action that risks SAN costs the operator the same amount of SAN as it would cost the target to complete the task. The target must obey until the ordered task is completed. The target is aware of the fact that they are under compulsion but cannot disobey. Regardless of actions taken, the target loses 1/1D6 SAN from the unnatural. The ritual's effects can be lifted only by completing the action or by the death of the operator.



## Transmutation

*Elaborate ritual. Study time: weeks; Unnatural +1%, 1D6 SAN. Activation: 1 day; 9 WP, 1D4 SAN and 1 HP.*

This alchemical ritual looks like a chemistry experiment with deep meditation, chanting, and bloodletting. It bends and breaks the laws of physics. It requires extensive preparation to set up a laboratory in which elements will be changed into other elements of equivalent mass. That is, anything on the Periodic Table of Elements can become anything else on the Periodic Table of Elements. The only requirement is that some sample of the final product must be available to guide the transmutation. This means an operator hoping to turn lead into plutonium must have some plutonium to work with first. Part of the day-long process involves a kiln and the boiling and distillation of solutions in flasks. Other parts involve chants and prayers to Azathoth, culminating in the operator adding their own blood to the solution. The blood must be added directly from the operator's vein, using a knife inscribed with the name Azathoth.



# Artifacts and Tomes

## The Throne of Blood

The Throne of Blood is a large, bronze amphora stoppered with a leaded seal. The amphora weighs half a ton. It has handles on either side through which lifting straps or ropes could be attached.

The priests of the Father of War used the Throne of Blood to allow the god easy access to our world. One of the last priests sabotaged the amphora's stopper with an Elder Sign in a failed attempt to enslave the god to his will. Before burying it, he inscribed the Throne of Blood with a message in Akkadian to deter any who might find it.

THE FATHER OF WAR WAITS  
HUNGRY TO LICK THE SKIN  
FROM THE WORLD  
WAR HIS ENDLESS GIFT  
BLOOD HIS ENDLESS PRICE  
FREE HIM AND PAY

The most disturbing feature of the amphora, besides the inscription, is the fact that it does not appear to have any limit to its interior space. Flashlights cannot detect a bottom. Glow-sticks dropped in fall until they disappear from sight. "Down" appears to be towards whatever direction the bottom of the amphora is pointed.

The Throne of Blood is essentially a gate to the Court of Azathoth. Reaching inside causes extreme pain from exposure to the vacuum, cold, and radiation of interdimensional space. The victim takes 1D4 damage unless appropriate protective gear is worn. Studying the bizarre space of the Throne of Blood costs 1/1D6 SAN from the unnatural. Agents who examine the interior with some kind of telescope or equipment normally used to examine the stars should be rewarded with a look at the Court of Azathoth and lose 1D20/1D100 SAN. See **AZATHOTH** on page 233 of the *Handler's Guide*.



A particularly wicked Handler may have something from the Court of Azathoth squirm out of the amphora's open mouth at some point while it is in the Agents' possession, just to demonstrate the amphora's deadly nature. That might also convince the Agents to put the Elder Sign-etched stopper back in place. The first such visitor could be a winged servitor, from page 230 of the *Handler's Guide*. Fortunately, the servitor has sufficiently inflexible internal and external structures that the best it can manage is to reach a grasping claw from the amphora's mouth to seize and shred any who come too close. If the Agents fail to take that hint, a more flexible hunting-horror might extrude itself through the amphora and begin a horrifying rampage. See page 206 of the *Handler's Guide* for its possibilities. If the Agents succeed at a **Luck** roll, the uninvited guest appears during the day.

The stopper for the Throne of Blood is engraved with a genuine Elder Sign, which can be employed in the usual manner. Any attempt to brandish the stopper against the Father of War like a cross against a vampire results in the Father using whatever rituals or powers the Handler likes to destroy the offending party. The stopper's most important use is to prevent the return of the Father of War through the Throne of Blood if the Closing of the Breach (The Father of War) ritual is deployed against it.

## The Journals of Tariq Rassam

*In Ashurian Aramaic.* Study time: *months.* *Unnatural +4%, SAN loss 1D4+1.* If the Agents wish to search the journals only for information about the Father of War and one or two specific rituals, the study time is reduced to weeks, they gain no Unnatural skill, and they lose only 1 SAN.

These bound folios are diaries documenting Tariq Rassam's decades-long struggle against the unnatural. There is at least one volume for every year between 1943 and 2016. Rassam kept vast notes on his work against the unnatural, including the rituals he mastered and critical lost historical details regarding Delta Green's operations in the Middle East. The journals are hand-written in Ashurian Aramaic, an extinct language that served as a kind of lingua franca in Mesopotamia during the fifth through ninth centuries CE.

The following sections detail information Agents can be glean from studying the journals. The journals also include the information included in the handout **THE HISTORY OF THE FATHER OF WAR** on page 114.

**RECOMMENDED RITUALS:** Clear the Path, The Closing of the Breach (Ifrit), Dust of the Thresholds, The Elder Sign, Exorcism, the Flower of Dilmun, Geasa, Obscure Memory, the Powder of Ibn-Ghazi, Song of Power, Soothing Song, The Voorish Sign, Transmutation.

TARIQ RASSAM

### Shaken Faith

Rassam was raised Sunni, but his religious faith was deeply undermined by contact with the unnatural. At 93 years of age, he still went through the motions and rituals of Islam, but little in his experience validated the existence of the God of Abraham. Rassam saw horrors of every kind.

TARIQ RASSAM

### OSS Spy, Delta Green Ally

As far back as 1940, Rassam was involved with espionage in Iraq. In that year he aided his father's work with British intelligence to defeat the Golden Circle, a fascist coup that threatened to deliver the Kingdom of Iraq into the hands of the Axis. Three years later, he participated in an OSS operation that involved agents of an organization he calls Delta Green. That mission first exposed Rassam to the unnatural. He and the Americans sealed a "nest" of flesh-eating desert "djinn" in a cave.



TARIQ RASSAM

### Scholar, U.S. Asset

After World War II, Rassam studied Mesopotamian archeology, folklore, and history in the UK and Germany, with a particular private emphasis on sorting myths from genuine evidence of the unnatural. He joined the staff of the University of Mosul upon its founding in 1967.

He continued working as an American intelligence asset, and he used his contacts with spies, foreign academics, archeologists, antiquities traders, Ba'athist revolutionaries, Kurdish separatists, and Sunni fundamentalists to pursue his battles against the unnatural. His journals carefully omit details about those confrontations. Delta Green were of occasional use to him, but the last he heard from them was in 1969.

Rassam married librarian Anja al-Khalili, a longtime friend, in 1972. Both were in middle age and they had no children. His journals rarely mention his wife.

TARIQ RASSAM

### The Throne of Blood, the Father of War

In 1983, a close friend from the University of Baghdad's Department of Archaeology asked Rassam to consult on a troubling case. It regarded an ancient Assyrian bronze amphora that had been unearthed in the deserts of the sparsely inhabited Al-Muthanna Province. Strange and bloody nightmares had haunted the team while they excavated the object and transported it to the University of Baghdad. A university janitor murdered his family after sleeping in a storeroom with the amphora. The friend needed help, and Rassam had established himself as someone whom clear-eyed materialists could consult once it became impossible to deny the supernatural.

Rassam's translation of the ancient Sumerian, Akkadian and Aramaic scratched into the amphora's surface worried him from the start. He soon deduced that he and two fellows who had been exposed to the unnatural before seemed immune to the amphora's influence. Its visions of blood seemed only to affect the dreams of those more innocent. Rassam grew convinced that what was sealed inside the strange vessel should stay there.

At that time, Iraq was controlled by Saddam Hussein and the nation was deeply engaged in the Iran-Iraq War. As much as Rassam wanted the dangerous artifact out of the country, he feared the Iraqi security state was too well organized to permit it. Rassam was also unsure how he could prevent the amphora being seized as contraband or opened by curious customs agents. He had no more contacts in Delta Green and he thought British intelligence wouldn't understand what was at stake.

So, at age sixty, Rassam hid the amphora under his home, in a vault that had been built as an air-raid shelter. He did his best to lie low and confine his life to the management of the family business, his study and teaching of Mesopotamian archeology, the occasional trade in black-market artifacts (so the Ba'athists wouldn't suspect him of being too straight-arrow), and producing regular payoffs to the right Ba'ath Party officials. He bided his time and waited for a chance to remove the vile amphora from his homeland.

Over his years of research, Rassam learned the amphora was called "The Throne of Blood" and that it was supposedly occupied by a previously unknown Assyrian god or demon called "The Father of War."



TARIQ RASSAM

### Hiding the Throne of Blood

When the Gulf War broke out in 1991, Rassam was horrified by the sheer amount of firepower the American-led forces poured onto Iraq from the sky. The Americans' refusal to support the Shia and others who rose up against Hussein after the war soured him even further. Rassam retired from the University of Mosul in 1997. He figured that it was his fate to grow old and die, alone and childless, as the custodian of the Father of War.

In 2003, the Americans invaded Iraq despite the obvious fact that its enemy, Al-Qaeda, was in Saudi Arabia, Afghanistan, and Pakistan. Rassam tried to stay out of the way of the Americans and the guerilla forces operating in the country. Many members of his extended family died at the hands of the American invaders, Sunni resistance, and foreign jihadis who turned his country into a battlefield. Rassam did his best to get his family out of Iraq and did some business with Kurdish smugglers along the northern border. He also kept engaged with the black market for antiquities, taking pains to recover items lost during the looting of the Iraq Museum in Bagdad.

Sometimes Rassam wondered whether all the war he had seen could be evidence of the influence of the Father of War. Could there ever be peace in the Middle East before this demonic prisoner was removed from the land? He vacillated between smuggling the amphora out of the country and filling the entire vault with concrete to entomb it forever.

Then came ISIL. When Rassam saw their destruction of archeological sites and ancient artifacts, he determined to get the Throne of Blood out of Iraq at whatever cost. He feared it would be discovered and opened by foolish iconoclasts. Rassam could not know for sure what would happen when the Father of War was released. He knew only that things would get even worse. After thousands of years of imprisonment, the Father of War would be very hungry for blood.

The very last journal says that Rassam planned to look once more for his old contact in Delta Green and ask their help smuggling the Throne of Blood out of Iraq.

TARIQ RASSAM

### The Throne of Blood, Door and Prison

Rassam knew less than he wished about the Father of War. Rassam was unsure what kept the Father locked in the Throne of Blood and was unwilling to break its seals to find out. He believed the Throne of Blood to be both a prison and a door. He knew of the ritual of the Elder Sign and suspected it may have some power but hesitated to evoke one lest his soul be jeopardized by the act of aligning with "those princes and principalities outside."

Rassam knew the sleep of the "innocent," meaning those who had not learned anything substantial about the unnatural, was disturbed by the Father's presence. As one of the tablets said, "By blood-red dreams shall ye know his presence."

Rassam speculated that even from inside its prison, the Father of War brought misery, death, and chaos to the world.

Rassam speculated that the power of the Father of War was connected to the lunar cycle, with its influence waxing as the moon grew darker. Some myths suggested that the Father shunned sunlight like the living shun fire.



### *Winds Unknown to Adad*

This “book” is made up of hundreds and hundreds of clay tablets etched in Old Assyrian cuneiform. No complete collection exists. Rassam had only a portion.

More tablets languish in the basements of the British Museum as part of the confusion of artifacts recovered from the Library of Ashurbanipal in Nineveh in 1849 and 1852. These have been digitally photographed and stored in searchable databases noting the kinds of clay used, the probable ages, and preliminary translations of intact portions. Finally, many tablets from *Winds Unknown to Adad* are stored in the Iraq Museum.

The more sources the Agents find and study, the more they learn.

### **Preliminary Study**

Requires a **Foreign Language (Akkadian)** test, or **Foreign Language (Arabic)** for Rassam’s portion, each attempt taking 2D4 days. Any portion of the tablets describe otherwise unknown demons of the stars and of the “winds unknown to Adad” (the chief Old Assyrian storm god). These entities are considered “unwholesome” by the author or authors of these tablets. That is significant, considering that the Assyrians were hardly known for gentleness. The tablets were inscribed to teach readers how to conjure, propitiate, and control those star-demons. One such demon or god was called the Father of War. The tablets say Assyrian armies were unconquerable with the fearsome Father of War at their head.

Detailed study of any portion of the tablets takes much longer.

### **Rassam’s Tablets**

*In Akkadian with Arabic translations.* Study time: *weeks. Unnatural +4%, SAN loss 2D4.*

Rassam’s tablets are accompanied by his translations in Arabic, demonstrating what the tablets say and in what order they should be read. He also notes where he believes gaps in the narrative are. They have the details one needs to re-create grim rituals and sacrifices to the star-demons just as the ancients performed them. Some tablets are missing from certain rituals.

With preliminary study, give the players two paragraphs of your choice from **THE HISTORY OF THE FATHER OF WAR** on page 114.

**RECOMMENDED RITUALS:** Call Forth Those From Outside in part or in full (only in part for the Father of War; see **SELECTED RITUALS** on page 186), The Closing of the Breach in part or in full (only in part for the Father of War; see **SELECTED RITUALS** on page 186), The Elder Sign, The Voorish Sign.

### **The British Museum’s Tablets**

*In Akkadian.* Study time: *weeks. Unnatural +2%, SAN loss 1.*

Broken and effaced tablets hint at gruesomely detailed rituals to serve, propitiate, and even control the star-demons of *Winds Unknown to Adad*. Some of these are tablets missing from Rassam’s collection, including missing parts of the rituals to Call Forth and Close the Breach on the Father of War.

With preliminary study, give the players one paragraph of your choice from **THE HISTORY OF THE FATHER OF WAR** on page 114.

**RECOMMENDED RITUALS:** Partial instructions for Call Forth Those From Outside and The Closing of the Breach (see **SELECTED RITUALS** on page 186).





## The Iraq Museum's Tablets

*In Akkadian.* Study time: *weeks.* *Unnatural* +2%, SAN loss 1.

Broken and effaced tablets hint at gruesomely detailed rituals to serve, propitiate, and even control the star-demons of *Winds Unknown to Adad*. Some tablets begin to describe the methods in which the star-demons must be served and offered human and animal sacrifices at solstices, but the descriptions are incomplete. Some of these are tablets missing from Rassam's collection, including missing parts of the rituals to Call Forth and Close the Breach on the Father of War.

With preliminary study, give the players two paragraphs of your choice from **THE HISTORY OF THE FATHER OF WAR** on page 114.

**RECOMMENDED RITUALS:** Partial instructions for Call Forth Those From Outside and The Closing of the Breach (see **SELECTED RITUALS** on page 186).

## Selected Rituals

The Handler can decide which calling and closing rituals are available by combining which portions of *Winds Unknown to Adad* the Agents have found. There are versions of the rituals Call Forth Those From Outside and The Closing of the Breach, as described in the *Handler's Guide*, that apply to the following entities:

- » Azathoth
- » Dimensional shamblers
- » The Father of War
- » Feasters from the stars
- » Haedi nigritiae
- » Hounds of the angles
- » Hunting-horrors
- » Ifrits
- » Lloigor
- » Nyarlathotep, as the Black Pharoah
- » Qu-Tugkwa
- » Shub-Niggurath
- » Those beyond
- » Winged servitors
- » Yog-Sothoth

Once enough tablets are collected to close the gaps in *Winds Unknown to Adad*, the Agents can attempt to learn the ritual "The Closing of the Breach" as applied to The Father of War.

The tablets could become an extremely useful resource on later missions, should Agents choose to bear the Sanity costs. It goes without saying that they are also extremely dangerous.



# Sample Names

Choose or roll 1D10 for Iraqi, Israeli, Kurdish, Syrian, or Turkish names. For more, Wikipedia often has lists of prominent people from various ethnic groups, or lists of prominent people from a nation's sports or entertainment fields. Another option is [IMDb.com](http://IMDb.com) if you wish to mix and match from names of actors and crew in movies made by or filmed in these countries.

## Iranian Names

| 1d10 | Female   | Male   | Surnames |
|------|----------|--------|----------|
| 1    | Nazanin  | Reza   | Afshin   |
| 2    | Bitā     | Nasser | Amiri    |
| 3    | Bahar    | Saeed  | Nazar    |
| 4    | Mahla    | Parviz | Zendan   |
| 5    | Merila   | Mehran | Farhadi  |
| 6    | Shohreh  | Kamal  | Ayyoubi  |
| 7    | Farimah  | Taha   | Kashfi   |
| 8    | Shiva    | Omid   | Tehrani  |
| 9    | Anousheh | Hadi   | Shahi    |
| 10   | Goli     | Nima   | Rashidi  |

## Iraqi and Syrian Names

| 1d10 | Female  | Male   | Surnames  |
|------|---------|--------|-----------|
| 1    | Marya   | Abbas  | Khedoori  |
| 2    | Nadira  | Sharif | Ghantous  |
| 3    | Emani   | Fadil  | Alwan     |
| 4    | Salima  | Khalil | Al-Wardi  |
| 5    | Sana    | Usman  | Al-Attar  |
| 6    | Shahar  | Amin   | Ashkouri  |
| 7    | Abeer   | Rashid | Makiya    |
| 8    | Adelina | Bahir  | Zaki      |
| 9    | Atiya   | Qadim  | Ibn Yusuf |
| 10   | Fatima  | Mehmet | Zilkha    |

## Israeli Names

| 1d10 | Female   | Male     | Surnames |
|------|----------|----------|----------|
| 1    | Galit    | Noga     | Lavi     |
| 2    | Laetitia | Yehoshua | Gitai    |
| 3    | Yarden   | Yoram    | Ticho    |
| 4    | Marina   | Nir      | Frenkel  |
| 5    | Angelica | Jacob    | Bogen    |
| 6    | Esther   | Moshe    | Geva     |
| 7    | Anna     | Emanuel  | Agam     |
| 8    | Hagit    | Yuval    | Berger   |
| 9    | Hiam     | Igal     | Groumi   |
| 10   | Hanna    | Daniel   | Mashiah  |

## Kurdish Names

| 1d10 | Female | Male   | Surnames |
|------|--------|--------|----------|
| 1    | Bihin  | Mazar  | Jaziri   |
| 2    | Lilan  | Zaza   | Zilan    |
| 3    | Dilva  | Sirvan | Dildar   |
| 4    | Ashti  | Renas  | Vali     |
| 5    | Revin  | Akam   | Kalhor   |
| 6    | Delal  | Zoran  | Sahak    |
| 7    | Ahin   | Daran  | Barzani  |
| 8    | Pelin  | Lawin  | Talabani |
| 9    | Viyan  | Alaz   | Yamulki  |
| 10   | Rusen  | Elend  | Ghafouri |

## Turkish Names

| 1d10 | Female | Male    | Surnames |
|------|--------|---------|----------|
| 1    | Fatma  | Mehmet  | Yilmaz   |
| 2    | Ayşe   | Mustafa | Kaya     |
| 3    | Emine  | Ahmet   | Demir    |
| 4    | Hatice | Ali     | Sahlin   |
| 5    | Zeynep | Huseyin | Celik    |
| 6    | Elif   | Hasan   | Yildiz   |
| 7    | Meryem | Ibrahim | Yildirim |
| 8    | Serife | Ismail  | Ozturk   |
| 9    | Zehra  | Osman   | Aydin    |
| 10   | Sultan | Yusuf   | Ozdemir  |





# Glossary

**ADHAN:** The Islamic call to prayer recited by a trained muadhin from a mosque five times a day.

**ALAWITE:** A branch of Shia Islam said to have been founded in the 9th century, prominent in Syria and parts of Turkey and Lebanon.

**AMN AL-ASKARI:** ISIL secret service responsible for reconnaissance and special operations.

**AMN AL-DAKHILI:** ISIL police and internal security.

**AMN AL-DAWLA:** ISIL counterintelligence.

**AMN AL-KHARJI:** ISIL secret service responsible for operations outside the caliphate.

**ARAB SPRING:** Anti-government protests and uprisings across much of the Arab world in the early 2010s.

**ASAYISH:** The intelligence and security service of Kurdistan's Peshmerga.

**ASR:** The Islamic mid-afternoon prayer.

**BA'ATH PARTY:** A pan-Arab nationalist socialist party dedicated to unifying the Arab world in a single state. It gained significant power only in Iraq and Syria, whose Ba'ath parties were bitterly opposed.

**BEDOUIN:** Nomadic Arab tribes that originated in the Arabian Peninsula.

**CALIPHATE:** A government of Islamic rule under a caliph said to be a successor to Muhammad and a leader of the entire Muslim world.

**THE COALITION:** A U.S.-led multinational military command during the invasion and occupation of Iraq from 2003 to 2011.

**DABIQ:** ISIL's online magazine intended to radicalize and recruit Muslims and encourage them to emigrate to ISIL.

**DHIMMI:** Non-Muslims living in an Islamic state with legal rights and protections.

**DHUHR:** The Islamic noon prayer.

**EMIR:** A man with great political or military authority. The feminine form is emira.

**EMNI:** ISIL's overall secret service with regional branches.

**FAJR:** The Islamic pre-sunrise prayer.

**GHAZI:** A Muslim soldier who participates in raids and military expeditions.

**AL-HISBAH:** ISIL police enforcing morality laws.

**IBLIS:** The Devil, the leader of evil spirits that rebelled against God.

**IIS:** Iraqi Intelligence Service.

**ISHA:** The Islamic evening prayer.

**ISOF:** Iraqi Special Operations Forces.

**AL-KHANSAA BRIGADE:** An all-female branch of ISIL's Al-Hisbah.

**JIHAD:** The struggle for self-control and inner righteousness or to spread or defend righteousness by debate and influence or by military action. The definition and implications of the concept of jihad vary widely within Islam.

**JIHADI:** A term used mainly by Westerners to mean a militant Islamist practicing violent jihad.

**JINN:** A supernatural spirit or creature in Islamic and pre-Islamic belief and folklore.

**ISIL:** The Islamic State of Iraq and the Levant, also known as the Islamic State. Previously known as the Islamic State of Iraq and Syria or ISIS. Sometimes called by its Arabic acronym, Daesh, mainly by detractors due to the name's similarity to words meaning "one who crushes or tramples" and "one who sows discord." First established in 1999, it pledged allegiance to Al-Qaeda and fought against the invasion of Iraq. It declared itself a worldwide caliphate in 2014.

**KITAEB AL-MOSUL:** Armed resistance fighters opposing ISIL in Mosul.

**KURDS:** An Iranian ethnic group native to the Kurdistan region with a population of 35 to 40 million, about half living in Turkey. After World War I, the Western powers abandon plans for a Kurdish nation, leaving Kurds a persecuted minority within many states.



**KURDISTAN:** A mountainous region spanning parts of Turkey, Iran, Iraq, and Syria where Kurdish culture and identity are prominent.

**MAGHRIB:** The Islamic sunset prayer.

**MAJLIS:** A private parlor or waiting room where guests are received and entertained.

**MID:** Syria's Military Intelligence Directorate.

**MIM:** The Arabic letter that in Mosul graffiti represents "al muqawama," meaning "resistance."

**MÎT:** Millî İstihbarat Teşkilatı, Turkey's National Intelligence Organization.

**MOSSAD:** Israel's Institute for Intelligence and Special Operations, HaMossad leModi'in uleTafkidim Meyuhadim.

**MOSUL BATTALIONS:** See Kitaeb al-Mosul.

**MOSUL SWAT:** A small police tactical team trained to hunt terrorists alongside U.S. special forces.

**AL MUQAWAMA:** Resistance, particularly entrenched resistance to a powerful enemy.

**NINEVEH:** An ancient Mesopotamian city on the present-day outskirts of Mosul, and a province of Iraq named for it.

**NIQĀB:** A garment that veils a woman's face, while leaving the eyes exposed, for modesty when encountering men outside her family.

**THE PESHMERGA:** The Kurdish branch of the Iraqi Armed Forces and the military forces of Kurdistan.

**PRAYER MAT:** A small rug placed on the ground for cleanliness during prayer.

**QUDS FORCE:** A branch of Iran's Islamic Revolutionary Guard specializing in unconventional warfare and military intelligence.

**QURAN:** The central religious text of Islam, said to be God's revelations to the final prophet, Muhammad.

**THE RED CRESCENT:** Part of the International Red Cross and Red Crescent Movement, an international humanitarian network dedicated to protecting human health.

**SAHIR:** A sorcerer who works through evil spirits to carry out sinister purposes.

**SHAITAN:** Devils or evil spirits that whisper in the human heart to tempt the faithful away from peace and righteousness. Iblis is said to be the mightiest.

**SHARIA:** Islamic religious law.

**SHIA:** The second largest branch of Islam, accounting for about 15% of the world's Muslims and the majority of Muslims in Iran, Iraq, Azerbaijan, and Bahrain. About 85% of Shia are Twelver Shia, who believe that twelve divinely ordained and infallible leaders in the family of Muhammad were the Prophet's successors and the correct source of understanding of his teachings.

**SIHR:** Black magic.

**SUFISM:** Mysticism practiced within Sunni and Shia Islam. Sufis seek a spiritual, emotional connection with Allah (God).

**SUNNI:** The largest branch of Islam, accounting for about 85% of the world's Muslims. Sunnis look not only to Muhammad's family but the Prophet's companions for understanding and wisdom.

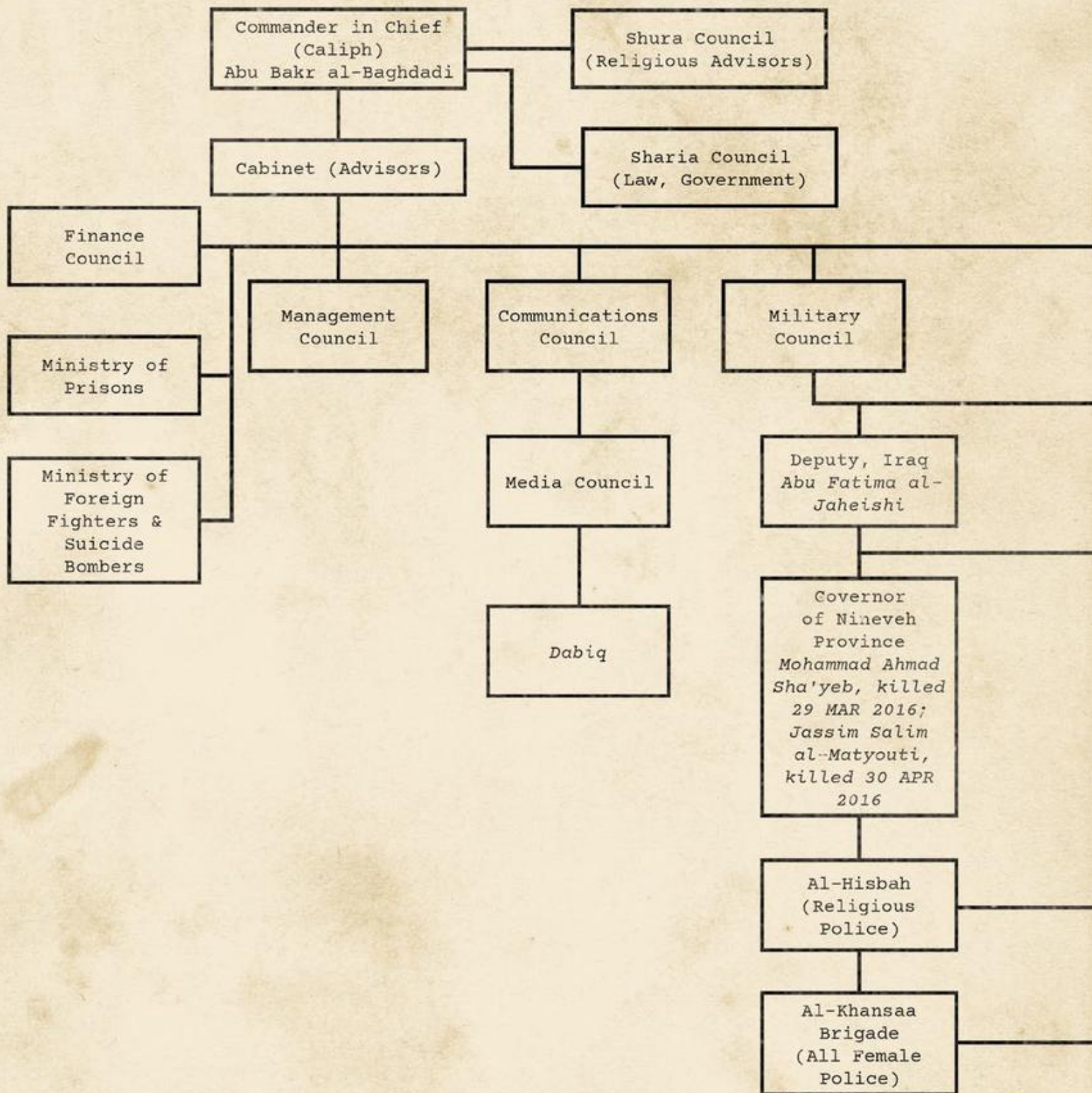
**TAHAJJUD:** A voluntary Islamic night prayer.

**YAZIDIS:** A Kurdish people living mostly in the Nineveh and Dohuk governorates of Northern Iraq. Yazidis have faced persecution and genocide as "devil worshippers" since the 7th century from Kurdish and Turkish Muslims, Christian Armenians, and most recently ISIL after the Peshmerga withdrew from Yazidi areas.

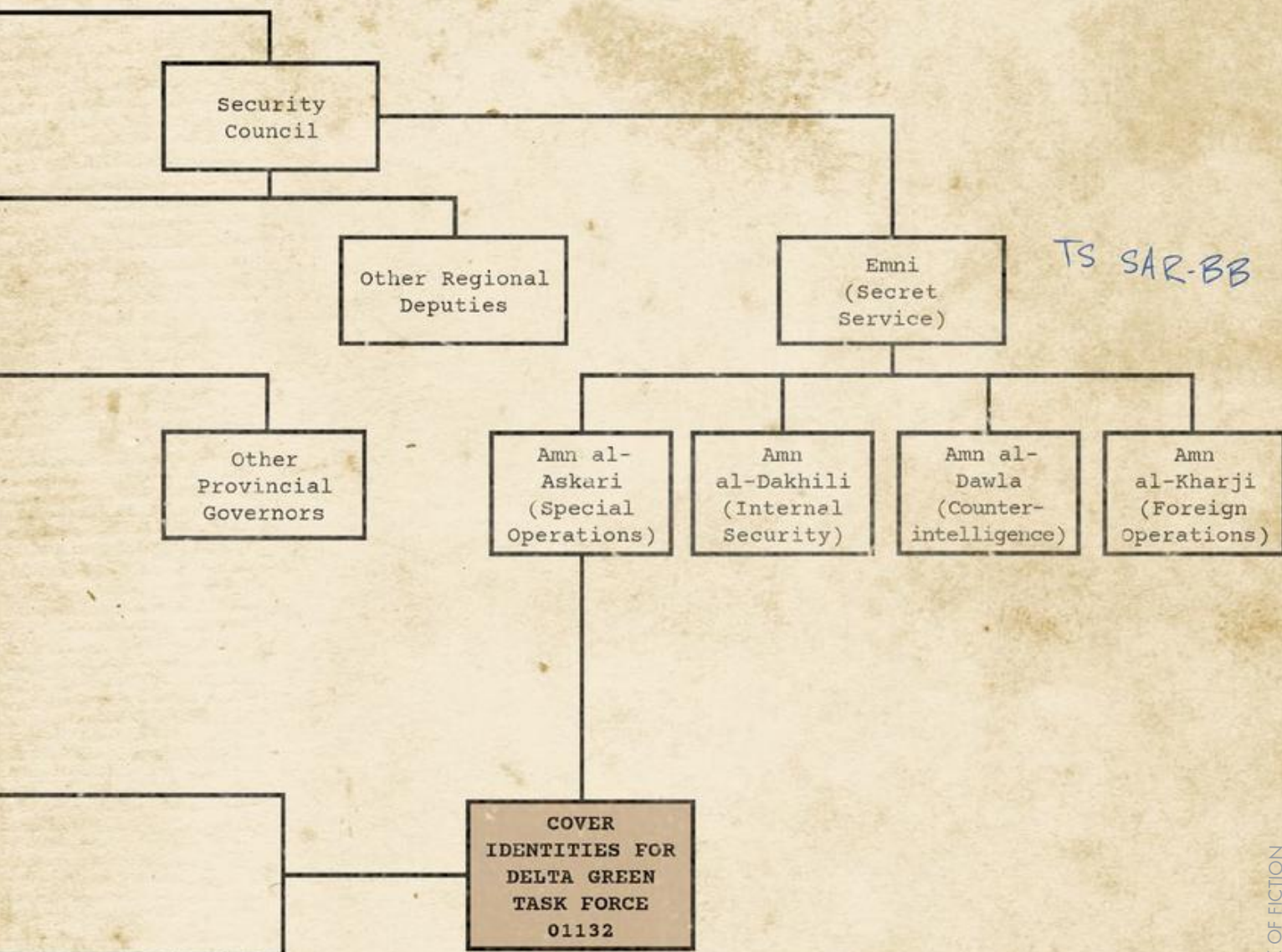
**YPG:** Yekîneyên Parastina Gel, People's Defense Units, primarily Kurdish militias in Syria.



# ISIL Org Chart



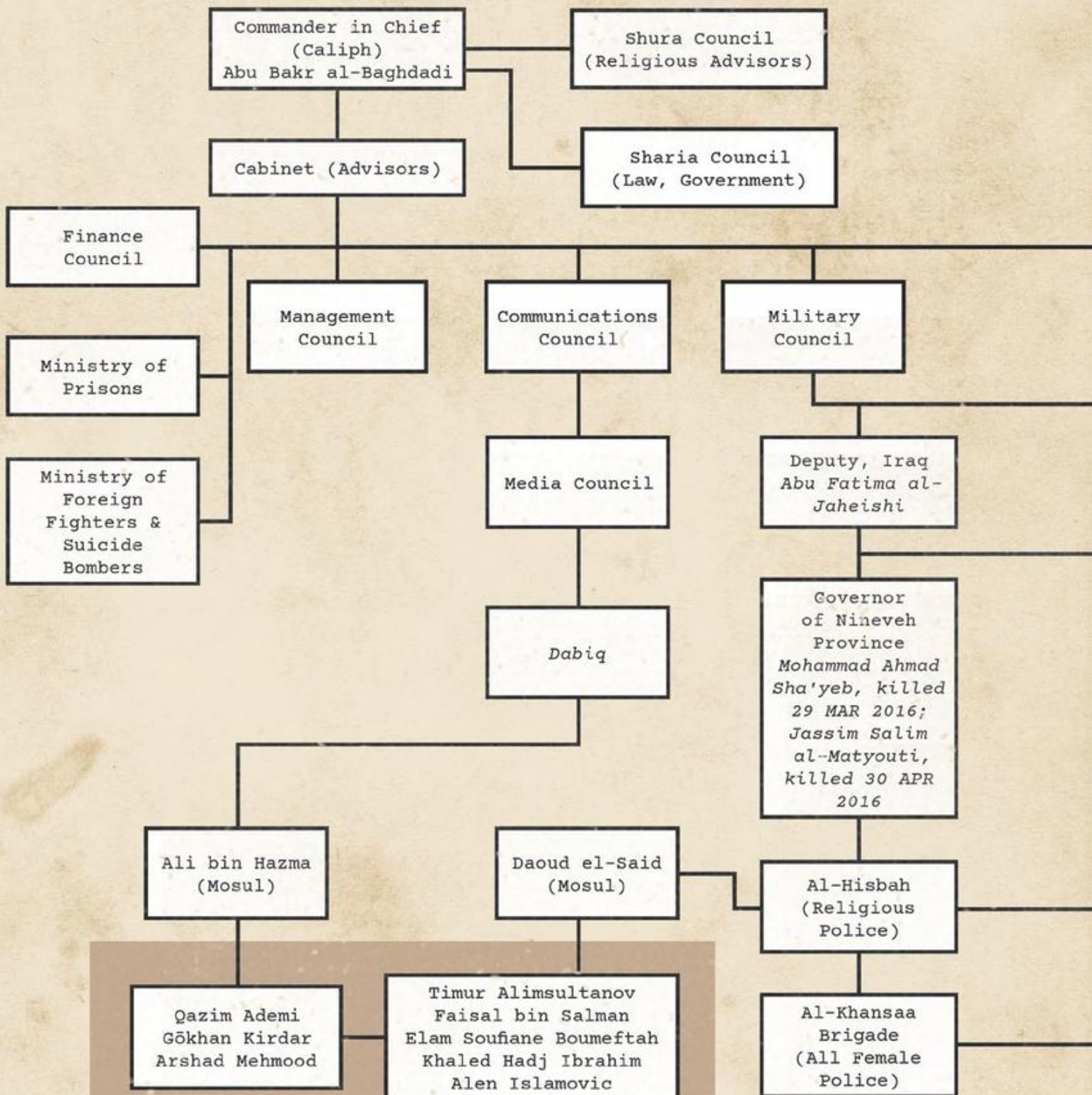






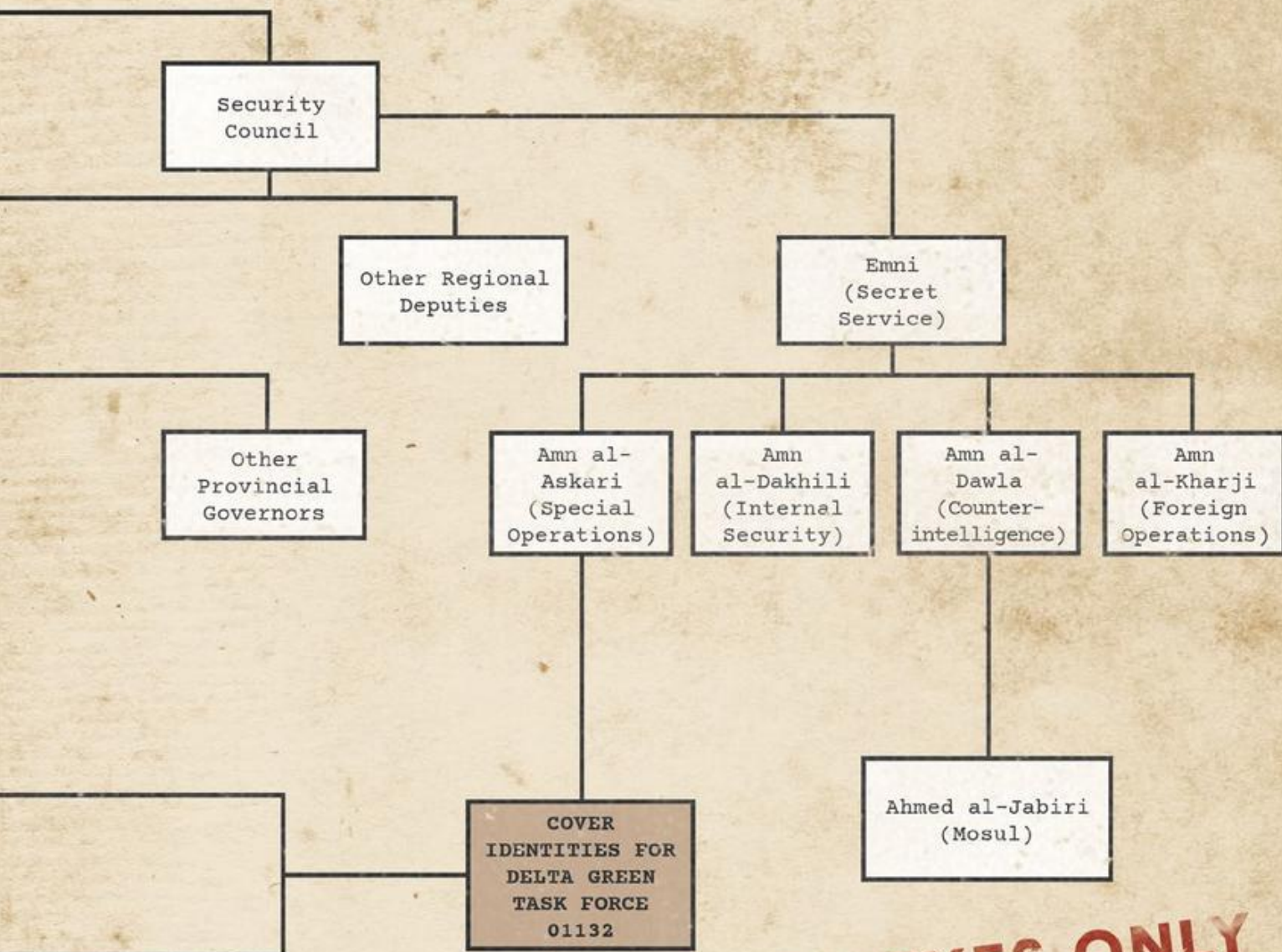
HANDLER'S EYES ONLY

# ISIL Org Chart



RASSAM HOUSE RAID, 23 MAR 2016





**HANDLER'S EYES ONLY**



NAME AND RANK

Susan Hastings, CIA consultant

PROFESSION AND EMPLOYER

Professor of Ancient Near Eastern Studies, Harvard

SEX

☒ F ☐ M ☐

AGE

45

PHYSICAL DESCRIPTION

PERSONAL DETAILS

History degree from Georgetown. M.A. from University College London. Ph.D. in Assyriology and Cuneiform Studies at University of Chicago. You began consulting for the State Department and the CIA years ago in the hope that fostering communication and providing context for the deep history of the Near East would mean better decision making by Americans in the region. It has not often worked out that way. But that work led you to helping Delta Green investigate secrets so profound, ancient, and terrifyingly dangerous that they have begun to reshape your view of the world. You can't tell what shape that view will eventually take.

GEAR AND NOTES

Hijab, canteen, belt bag with rations for two days in the field, a mix of paramilitary and civilian clothes and Chinese surplus combat boots, identity papers for the Islamic State, multitool, compass, first aid kit (+20% to one test), Soviet-pattern web gear with ammo pouches holding four rifle magazines, balaclava, packs of Turkish cigarettes, zippo lighter, laptop loaded with academic and linguistic works

REMARKS



| WEAPONS                           | SKILL % | DAMAGE                  | ARMOR PIERCING | RANGE |
|-----------------------------------|---------|-------------------------|----------------|-------|
| Unarmed                           | 40%     | 1D4-1                   |                |       |
| AK-47 assault rifle               | 30%     | 1D12+1 or Lethality 10% | 3              | 100 m |
| Soviet-pattern AK bayonet in hand | 30%     | 1D6                     | 3              |       |
| AK bayonet, fixed                 | 30%     | 1D8                     | 3              |       |
| ARMOR                             |         |                         |                |       |

EQUIPMENT

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

WOUNDS AND AILMENTS

An especially traumatic period of research for Delta Green increased your Unnatural and Occult skills and resulted in your depersonalization disorder.

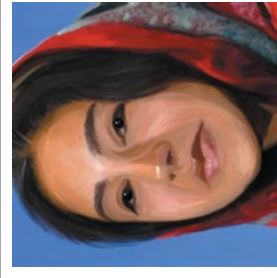
Has First Aid been attempted since the last injury? ☐ If yes: only Medicine, Surgery, or long-term rest can help further

INJURIES

| STATISTICAL DATA                                                                                                                          |       |                   |                       |                           |         |
|-------------------------------------------------------------------------------------------------------------------------------------------|-------|-------------------|-----------------------|---------------------------|---------|
| STATISTICS                                                                                                                                | SCORE | ×5                | DERIVED ATTRIBUTES    | MAX                       | CURRENT |
| Strength (STR)                                                                                                                            | 9     | 45%               | Hit Points (HP)       | 10                        |         |
| Constitution (CON)                                                                                                                        | 10    | 50%               | Willpower Points (WP) | 15                        |         |
| Dexterity (DEX)                                                                                                                           | 10    | 50%               | Sanity Points (SAN)   | 89                        | 60      |
| Intelligence (INT)                                                                                                                        | 15    | 75%               | Breaking Point (BP)   | 45                        |         |
| Power (POW)                                                                                                                               | 15    | 75%               |                       |                           |         |
| Charisma (CHA)                                                                                                                            | 13    | 65%               |                       |                           |         |
| PSYCHOLOGICAL DATA                                                                                                                        |       |                   |                       |                           |         |
| BONDS                                                                                                                                     |       |                   |                       |                           | SCORE   |
| Husband (Ronald Gahm)                                                                                                                     |       |                   |                       |                           | 13      |
| Children (Samantha, age 5, and Riley, age 7)                                                                                              |       |                   |                       |                           | 13      |
| Any one fellow Delta Green agent (DG)                                                                                                     |       |                   |                       |                           | 13      |
| Siblings (Cesar Hastings, Aditya Phillips, Dulce Davis)                                                                                   |       |                   |                       |                           | 13      |
| MOTIVATIONS AND MENTAL DISORDERS                                                                                                          |       |                   |                       |                           |         |
| Depersonalization Disorder                                                                                                                |       |                   |                       |                           |         |
| INCIDENTS OF SAN LOSS WITHOUT GOING INSANE                                                                                                |       |                   |                       |                           |         |
| Violence <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> adapted |       |                   |                       |                           |         |
| SKILLS                                                                                                                                    |       |                   |                       |                           |         |
| Accounting                                                                                                                                | 10%   | First Aid         | 10%                   | Ride                      | 10%     |
| Alertness                                                                                                                                 | 20%   | Forensics         | 0%                    | Science:                  | 0%      |
| Anthropology                                                                                                                              | 0%    | Heavy Machinery   | 10%                   |                           |         |
| Archeology                                                                                                                                | 40%   | Heavy Weapons     | 0%                    | Search                    | 20%     |
| Art:                                                                                                                                      |       | History           | 80%                   | SIGINT                    | 0%      |
| Sculpture                                                                                                                                 | 40%   | HUMINT            | 40%                   | Stealth                   | 10%     |
| Artillery                                                                                                                                 | 0%    | Law               | 0%                    | Surgery                   | 0%      |
| Athletics                                                                                                                                 | 30%   | Medicine          | 0%                    | Survival                  | 10%     |
| Bureaucracy                                                                                                                               | 40%   | Melee Weapons     | 30%                   | Swim                      | 20%     |
| Computer Science                                                                                                                          | 0%    | Military Science: |                       | Unarmed Combat            | 40%     |
| Craft:                                                                                                                                    |       |                   | 0%                    | Unnatural                 | 10%     |
|                                                                                                                                           | 0%    | Navigate          | 10%                   | Languages & Other Skills: |         |
| Criminology                                                                                                                               | 10%   | Occult            | 80%                   | Akkadian                  | 60%     |
| Demolitions                                                                                                                               | 0%    | Persuade          | 40%                   | Ancient Aramaic           | 40%     |
| Disguise                                                                                                                                  | 10%   | Pharmacy          | 0%                    | Arabic                    | 40%     |
| Dodge                                                                                                                                     | 30%   | Pilot:            |                       | Hebrew                    | 40%     |
| Drive                                                                                                                                     | 20%   |                   | 0%                    | Sumerian                  | 40%     |
| Firearms                                                                                                                                  | 30%   | Psychotherapy     | 10%                   |                           |         |



|                                                                                           |     |                                |  |
|-------------------------------------------------------------------------------------------|-----|--------------------------------|--|
| NAME AND RANK                                                                             |     | PROFESSION AND EMPLOYER        |  |
| Jennifer Jushirazi                                                                        |     | Intelligence Case Officer, CIA |  |
| SEX                                                                                       | AGE | PHYSICAL DESCRIPTION           |  |
| <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> | 41  |                                |  |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                  |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| PERSONAL DETAILS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | GEAR AND NOTES                                                                                                                                                                                                                                                                                                                                                                                                   |
| <p>Ph. D. in Middle Eastern history, Univ of Virginia. CIA training. You recruit people to spy on their own countries. Your job is to develop foreign intelligence sources ("assets"), communicate with them, and keep them under control, productive, and alive. It's a hard business because you must view everyone as a potential threat, liar, or tool to further your agenda. You came to the CIA in 2002 after applying for the Foreign Service. The switch did not please your family, but the CIA was thrilled to have a half-Iranian case officer. You have spent most of your career in the Middle East, often working with CIA tactical teams. You have spent the last four years assigned to a Delta Green-affiliated task force with JSOC, identifying and tracking high-priority targets — occasionally including those that pose unnatural threats.</p> <p>On paper, you are a Foreign Service Officer with the Department of State. Diplomats are forbidden from bearing weapons. If you carry weapons, do not let your identity be revealed.</p> | <p>Hijab, a mix of paramilitary and civilian clothes and Chinese surplus combat boots, Islamic State identity papers, canteen, belt bag with rations for two days in the field, multitool, compass, first aid kit (+20% to one test), lockpicks, Soviet-pattern web gear with ammo pouches holding four rifle magazines.</p>  |
| REMARKS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                                                                                  |

|                                   |  |         |  |                         |  |                |  |       |  |
|-----------------------------------|--|---------|--|-------------------------|--|----------------|--|-------|--|
| WEAPONS                           |  | SKILL % |  | DAMAGE                  |  | ARMOR PIERCING |  | RANGE |  |
| Unarmed                           |  | 50%     |  | 1D4-1                   |  |                |  |       |  |
| AK-47 assault rifle               |  | 40%     |  | 1D12+1 or Lethality 10% |  | 3              |  | 100 m |  |
| Soviet-pattern AK bayonet in hand |  | 30%     |  | 1D6                     |  | 3              |  |       |  |
| AK bayonet, fixed                 |  | 30%     |  | 1D8                     |  | 3              |  |       |  |
| ARMOR                             |  |         |  |                         |  |                |  |       |  |

|                                                                                                  |  |
|--------------------------------------------------------------------------------------------------|--|
| WOUNDS AND AILMENTS                                                                              |  |
| DAMAGED VETERAN: Extended captivity during a DG operation left you adapted to helplessness.      |  |
| Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls. |  |

|                                                                                                                                                 |  |
|-------------------------------------------------------------------------------------------------------------------------------------------------|--|
| INJURIES                                                                                                                                        |  |
| Has First Aid been attempted since the last injury? <input type="checkbox"/> If yes: only Medicine, Surgery, or long-term rest can help further |  |

|                                                                                                                                                                 |       |                   |                       |                           |         |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|-------------------|-----------------------|---------------------------|---------|
| STATISTICAL DATA                                                                                                                                                |       |                   |                       |                           |         |
| STATISTICS                                                                                                                                                      | SCORE | ×5                | DERIVED ATTRIBUTES    | MAX                       | CURRENT |
| Strength (STR)                                                                                                                                                  | 9     | 45%               | Hit Points (HP)       | 10                        |         |
| Constitution (CON)                                                                                                                                              | 10    | 50%               | Willpower Points (WP) | 12                        |         |
| Dexterity (DEX)                                                                                                                                                 | 11    | 55%               | Sanity Points (SAN)   | 99                        | 70      |
| Intelligence (INT)                                                                                                                                              | 13    | 65%               | Breaking Point (BP)   | 56                        |         |
| Power (POW)                                                                                                                                                     | 12    | 60%               |                       |                           |         |
| Charisma (CHA)                                                                                                                                                  | 14    | 70%               |                       |                           |         |
| PSYCHOLOGICAL DATA                                                                                                                                              |       |                   |                       |                           |         |
| BONDS                                                                                                                                                           |       |                   |                       |                           | SCORE   |
| Parents (Farzin and Mary Jushirazi)                                                                                                                             |       |                   |                       |                           | 10      |
| Sister (Shadi Smith)                                                                                                                                            |       |                   |                       |                           | 11      |
| CIA Analyst Al-Maleh (DG)                                                                                                                                       |       |                   |                       |                           | 7       |
| MOTIVATIONS AND MENTAL DISORDERS                                                                                                                                |       |                   |                       |                           |         |
| INCIDENTS OF SAN LOSS WITHOUT GOING INSANE                                                                                                                      |       |                   |                       |                           |         |
| Violence <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> adapted |       |                   |                       |                           |         |
| SKILLS                                                                                                                                                          |       |                   |                       |                           |         |
| Accounting                                                                                                                                                      | 10%   | First Aid         | 10%                   | Ride                      | 10%     |
| Alertness                                                                                                                                                       | 50%   | Forensics         | 0%                    | Science:                  | 0%      |
| Anthropology                                                                                                                                                    | 0%    | Heavy Machinery   | 10%                   |                           |         |
| Archeology                                                                                                                                                      | 0%    | Heavy Weapons     | 0%                    | Search                    | 20%     |
| Art:                                                                                                                                                            | 0%    | History           | 40%                   | SIGINT                    | 40%     |
|                                                                                                                                                                 |       | HUMINT            | 70%                   | Stealth                   | 50%     |
| Artillery                                                                                                                                                       | 0%    | Law               | 0%                    | Surgery                   | 0%      |
| Athletics                                                                                                                                                       | 30%   | Medicine          | 0%                    | Survival                  | 10%     |
| Bureaucracy                                                                                                                                                     | 60%   | Melee Weapons     | 30%                   | Swim                      | 20%     |
| Computer Science                                                                                                                                                | 0%    | Military Science: | 0%                    | Unarmed Combat            | 50%     |
| Craft:                                                                                                                                                          | 0%    |                   |                       | Unnatural                 | 0%      |
|                                                                                                                                                                 |       | Navigate          | 10%                   | Languages & Other Skills: |         |
| Criminology                                                                                                                                                     | 50%   | Occult            | 40%                   | Arabic                    | 50%     |
| Demolitions                                                                                                                                                     | 0%    | Persuade          | 70%                   | Farsi                     | 50%     |
| Disguise                                                                                                                                                        | 50%   | Pharmacy          | 0%                    | Kurdish                   | 50%     |
| Dodge                                                                                                                                                           | 30%   | Pilot:            | 0%                    |                           |         |
| Drive                                                                                                                                                           | 40%   |                   |                       |                           |         |
| Firearms                                                                                                                                                        | 40%   | Psychotherapy     | 10%                   |                           |         |



NAME AND RANK

Nasser Landry

PROFESSION AND EMPLOYER

Special Agent, FBI National Security Branch

SEX

☐ F ☒ M ☐

AGE

40

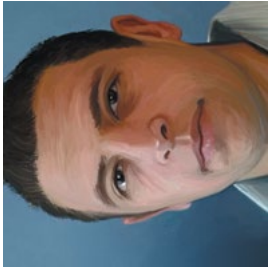
PHYSICAL DESCRIPTION

PERSONAL DETAILS

West Point. Tulane law. Army captain & JAG lawyer. FBI academy. The FBI's National Security Branch (NSB) specializes in counterterrorism and counterintelligence. You have spent the last two years assigned to a Delta Green-affiliated task force with JSOC, gathering intelligence that the FBI can use to pursue terrorism suspects inside the U.S. and abroad. That occasionally means investigating unnatural threats. Most FBI agents seconded to JSOC are from the Hostage Rescue Team; you're an exception chosen for the fluency in Arabic learned from your Qatari mother.

GEAR AND NOTES

A mix of paramilitary and civilian clothes and Chinese surplus combat boots, balaclava, Islamic State identity papers, canteen, belt bag with rations for two days in the field, multitool, compass, first aid kit (+20% to one test), lockpicks, high-power flashlight, binoculars, Soviet-pattern web gear with ammo pouches holding four rifle magazines and two pistol magazines.



REMARKS

| STATISTICAL DATA   |       |     |                       |     |         |
|--------------------|-------|-----|-----------------------|-----|---------|
| STATISTICS         | SCORE | x5  | DERIVED ATTRIBUTES    | MAX | CURRENT |
| Strength (STR)     | 13    | 65% | Hit Points (HP)       | 13  |         |
| Constitution (CON) | 12    | 60% | Willpower Points (WP) | 14  |         |
| Dexterity (DEX)    | 11    | 55% | Sanity Points (SAN)   | 99  | 51      |
| Intelligence (INT) | 12    | 60% | Breaking Point (BP)   | 42  |         |
| Power (POW)        | 14    | 70% |                       |     |         |
| Charisma (CHA)     | 10    | 50% |                       |     |         |

| PSYCHOLOGICAL DATA              |       |
|---------------------------------|-------|
| BONDS                           | SCORE |
| Quinn, 13-year-old son          | 10    |
| Maj. Olson (DG)                 | 5     |
| Dan (or Dana) Mylett, ex-spouse | 5     |

MOTIVATIONS AND MENTAL DISORDERS

Addicted to opioid painkillers

| INCIDENTS OF SAN LOSS WITHOUT GOING INSANE |                          |                                  |                                                                        |
|--------------------------------------------|--------------------------|----------------------------------|------------------------------------------------------------------------|
| Violence                                   | <input type="checkbox"/> | <input type="checkbox"/> adapted | Helplessness <input type="checkbox"/> <input type="checkbox"/> adapted |

| SKILLS           |     |                   |     |                           |     |
|------------------|-----|-------------------|-----|---------------------------|-----|
| Accounting       | 10% | First Aid         | 30% | Ride                      | 10% |
| Alertness        | 50% | Forensics         | 30% | Science:                  | 0%  |
| Anthropology     | 0%  | Heavy Machinery   | 10% |                           |     |
| Archeology       | 0%  | Heavy Weapons     | 50% | Search                    | 55% |
| Art:             | 0%  | History           | 10% | SIGINT                    | 0%  |
|                  |     | HUMINT            | 60% | Stealth                   | 50% |
| Artillery        | 0%  | Law               | 50% | Surgery                   | 0%  |
| Athletics        | 40% | Medicine          | 0%  | Survival                  | 50% |
| Bureaucracy      | 70% | Melee Weapons     | 50% | Swim                      | 40% |
| Computer Science | 0%  | Military Science: |     | Unarmed Combat            | 60% |
| Craft:           | 0%  | Land              | 30% | Unnatural                 | 10% |
|                  |     | Navigate          | 30% | Languages & Other Skills: |     |
| Criminology      | 60% | Occult            | 40% | Arabic                    | 50% |
| Demolitions      | 40% | Persuade          | 55% |                           |     |
| Disguise         | 10% | Pharmacy          | 0%  |                           |     |
| Dodge            | 50% | Pilot:            | 0%  |                           |     |
| Drive            | 60% |                   |     |                           |     |
| Firearms         | 60% | Psychotherapy     | 10% |                           |     |

| WEAPONS             | SKILL % | SKILL OR STAT USED      |                |       |
|---------------------|---------|-------------------------|----------------|-------|
|                     |         | DAMAGE                  | ARMOR PIERCING | RANGE |
| Unarmed             | 60%     | 1D4                     |                |       |
| AK-47 assault rifle | 60%     | 1D12+1 or Lethality 10% | 3              | 100 m |
| Ruger P85 pistol    | 60%     | 1D10                    |                | 15 m  |
| AK bayonet in hand  | 50%     | 1D6+1                   | 3              |       |
| AK bayonet, fixed   | 50%     | 1D8+1                   | 3              |       |

ARMOR

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

WOUNDS AND AILMENTS

DAMAGED VETERAN: Years of hard experience increased several of your skills but cost you a bond. Extended exposure to Things Man Was Not Meant to Know increased your Occult and Unnatural skills and led to your addiction to painkillers.

Has First Aid been attempted since the last injury? ☐ If yes: only Medicine, Surgery, or long-term rest can help further



|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |     |                                                                                                                                                                                                                                                                                                                                                                          |                         |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
| NAME AND RANK                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |     | PROFESSION AND EMPLOYER                                                                                                                                                                                                                                                                                                                                                  |                         |
| Qasim Al-Maleh                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |     | CIA Intelligence Analyst                                                                                                                                                                                                                                                                                                                                                 |                         |
| SEX                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | AGE | PHYSICAL DESCRIPTION                                                                                                                                                                                                                                                                                                                                                     |                         |
| <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 45  |                                                                                                                                                                                                                                                                                                                                                                          |                         |
| PERSONAL DETAILS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |     | GEAR AND NOTES                                                                                                                                                                                                                                                                                                                                                           |                         |
| <p>Ph. D. in History and Middle Eastern Studies, Harvard</p> <p>In the CIA, there are those who gather information and those who decide what it means. You take information from disparate sources -- newspapers, websites, informants, ELINT, and the assets developed by case officers -- and figure out what it means. In short, your job is the piecing together of unrelated knowledge, a dangerous endeavor in the world of Delta Green.</p> <p>You have spent the last two years assigned to a Delta Green-affiliated task force with JSOC, identifying and tracking high-priority targets -- occasionally including those that pose unnatural threats.</p> <div></div> |     | <p>A mix of paramilitary and civilian clothes and Chinese surplus combat boots, balaclava, identity papers for the Islamic State, canteen, belt bag with rations for two days in the field, multitool, compass, first aid kit (+20% to one test), Soviet-pattern web gear with ammo pouches holding four rifle magazines, packs of Turkish cigarettes, zippo lighter</p> |                         |
| REMARKS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |     | SPECIAL TRAINING                                                                                                                                                                                                                                                                                                                                                         |                         |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |     | Parachuting                                                                                                                                                                                                                                                                                                                                                              |                         |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |     | DEX                                                                                                                                                                                                                                                                                                                                                                      |                         |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |     |                                                                                                                                                                                                                                                                                                                                                                          |                         |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |     |                                                                                                                                                                                                                                                                                                                                                                          |                         |
| EQUIPMENT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |     | WEAPONS                                                                                                                                                                                                                                                                                                                                                                  |                         |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |     | SKILL %                                                                                                                                                                                                                                                                                                                                                                  | DAMAGE                  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |     | 40%                                                                                                                                                                                                                                                                                                                                                                      | 1D4-1                   |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |     | 30%                                                                                                                                                                                                                                                                                                                                                                      | 1D12+1 or Lethality 10% |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |     | 30%                                                                                                                                                                                                                                                                                                                                                                      | 1D6                     |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |     | 30%                                                                                                                                                                                                                                                                                                                                                                      | 1D8                     |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |     | ARMOR                                                                                                                                                                                                                                                                                                                                                                    |                         |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |     |                                                                                                                                                                                                                                                                                                                                                                          |                         |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |     | Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.                                                                                                                                                                                                                                                                         |                         |
| INJURIES                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |     | WOUNDS AND AILMENTS                                                                                                                                                                                                                                                                                                                                                      |                         |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |     | DAMAGED VETERAN: Extended exposure to Things Man Was Not Meant to Know increased your Occult and Unnatural skills and led to your struggle with depression.                                                                                                                                                                                                              |                         |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |     | Has First Aid been attempted since the last injury? <input type="checkbox"/> If yes: only Medicine, Surgery, or long-term rest can help further                                                                                                                                                                                                                          |                         |

THIS IS A WORK OF FICTION

| STATISTICAL DATA                                                                                                                          |       |                   |                       |                           |
|-------------------------------------------------------------------------------------------------------------------------------------------|-------|-------------------|-----------------------|---------------------------|
| STATISTICS                                                                                                                                | SCORE | ×5                | DERIVED ATTRIBUTES    | MAX                       |
| Strength (STR)                                                                                                                            | 9     | 45%               | Hit Points (HP)       | 10                        |
| Constitution (CON)                                                                                                                        | 10    | 50%               | Willpower Points (WP) | 15                        |
| Dexterity (DEX)                                                                                                                           | 9     | 45%               | Sanity Points (SAN)   | 89                        |
| Intelligence (INT)                                                                                                                        | 18    | 90%               | Breaking Point (BP)   | 45                        |
| Power (POW)                                                                                                                               | 15    | 75%               |                       |                           |
| Charisma (CHA)                                                                                                                            | 11    | 55%               |                       |                           |
| PSYCHOLOGICAL DATA                                                                                                                        |       |                   |                       |                           |
| BONDS                                                                                                                                     |       |                   |                       | SCORE                     |
| Annie Hayes (wife)                                                                                                                        |       |                   |                       | 10                        |
| Fisher Ifill (historian colleague)                                                                                                        |       |                   |                       | 10                        |
| Dominique Barrett (ex-wife)                                                                                                               |       |                   |                       | 8                         |
| CIA Case Officer Jushirazi (DG)                                                                                                           |       |                   |                       | 6                         |
| MOTIVATIONS AND MENTAL DISORDERS                                                                                                          |       |                   |                       |                           |
| Depression                                                                                                                                |       |                   |                       |                           |
| INCIDENTS OF SAN LOSS WITHOUT GOING INSANE                                                                                                |       |                   |                       |                           |
| Violence <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> adapted |       |                   |                       |                           |
| SKILLS                                                                                                                                    |       |                   |                       |                           |
| Accounting                                                                                                                                | 10%   | First Aid         | 10%                   | Ride                      |
| Alertness                                                                                                                                 | 20%   | Forensics         | 0%                    | Science:                  |
| Anthropology                                                                                                                              | 40%   | Heavy Machinery   | 10%                   |                           |
| Archeology                                                                                                                                | 0%    | Heavy Weapons     | 0%                    | Search                    |
| Art:                                                                                                                                      | 0%    | History           | 60%                   | SIGINT                    |
|                                                                                                                                           |       | HUMINT            | 50%                   | Stealth                   |
| Artillery                                                                                                                                 | 0%    | Law               | 0%                    | Surgery                   |
| Athletics                                                                                                                                 | 30%   | Medicine          | 0%                    | Survival                  |
| Bureaucracy                                                                                                                               | 40%   | Melee Weapons     | 30%                   | Swim                      |
| Computer Science                                                                                                                          | 40%   | Military Science: | 0%                    | Unarmed Combat            |
| Craft:                                                                                                                                    |       | Navigate          |                       | Unnatural                 |
| Criminology                                                                                                                               | 40%   | Occult            | 60%                   | Languages & Other Skills: |
| Demolitions                                                                                                                               | 0%    | Persuade          | 20%                   | Arabic                    |
| Disguise                                                                                                                                  | 10%   | Pharmacy          | 0%                    | Farsi                     |
| Dodge                                                                                                                                     | 30%   | Pilot:            | 0%                    | Hebrew                    |
| Drive                                                                                                                                     | 20%   |                   | 0%                    | Turkish                   |
| Firearms                                                                                                                                  | 20%   | Psychotherapy     | 10%                   | Greek                     |
|                                                                                                                                           |       |                   |                       | Latin                     |
|                                                                                                                                           |       |                   |                       | 40%                       |







NAME AND RANK

Captain Daniel Pashkaev

PROFESSION AND EMPLOYER

Special Forces, Operational Detachment Delta, U.S. Army

SEX

☐ F ☒ M ☐

AGE

35

PHYSICAL DESCRIPTION

PERSONAL DETAILS

Sociology degree, Univ. of San Diego. Ranger and Special Forces training. The Army's Special Forces Groups are light infantry tasked with asymmetrical missions including unconventional warfare, training friendly foreign troops, reconnaissance, direct action, counterterrorism, and search-and-rescue.

Operational Detachment Delta, called Delta Force, gathers intelligence and seizes key installations behind enemy lines. You have spent the last two years assigned to a Delta Green-affiliated task force with JSOC, identifying and tracking high-priority targets—occasionally including those that pose unnatural threats.

GEAR AND NOTES

Balaclava, a mix of paramilitary and civilian clothes and Chinese surplus combat boots, identity papers for the Islamic State, canteen, belt bag with rations for two days in the field, multitool, compass, first aid kit (+20% to one First Aid test), Soviet-pattern web gear with ammo pouches holding four rifle magazines and two pistol magazines, packs of Turkish cigarettes, zippo lighter, two fragmentation hand grenades, one smoke grenade, one flashbang stun grenade, binoculars, high-power flashlight, lockpicks

REMARKS



RESTRICTED  
TOP SECRET//SI  
ORCON//SPECIAL ACCESS  
DELTA GREEN

| WEAPONS                           | SKILL % | SKILL OR STAT USED              |         |
|-----------------------------------|---------|---------------------------------|---------|
|                                   |         | ARMOR PIERCING                  | RANGE   |
| Unarmed                           | 60%     |                                 |         |
| FN FAL battle rifle               | 70%     | 1D12+2 or Lethality 10%         | 3 150 m |
| HS2000 pistol                     | 70%     | 1D10                            | 15 m    |
| Soviet-pattern AK bayonet in hand | 60%     | 1D6+1                           | 3       |
| Hand grenade                      | 80%     | Lethality 15%, Kill Radius 10 m | 20 m    |

ARMOR

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

WOUNDS AND AILMENTS

DAMAGED VETERAN: Years of combat have left you adapted to violence.

INJURIES

Has First Aid been attempted since the last injury? ☐ If yes: only Medicine, Surgery, or long-term rest can help further

| STATISTICAL DATA   |       |     |                       |     |
|--------------------|-------|-----|-----------------------|-----|
| STATISTICS         | SCORE | ×5  | DERIVED ATTRIBUTES    | MAX |
| Strength (STR)     | 15    | 75% | Hit Points (HP)       | 15  |
| Constitution (CON) | 14    | 70% | Willpower Points (WP) | 12  |
| Dexterity (DEX)    | 11    | 55% | Sanity Points (SAN)   | 99  |
| Intelligence (INT) | 9     | 45% | Breaking Point (BP)   | 48  |
| Power (POW)        | 12    | 60% |                       |     |
| Charisma (CHA)     | 8     | 40% |                       |     |

| PSYCHOLOGICAL DATA               |       |
|----------------------------------|-------|
| BONDS                            | SCORE |
| Sister (Kathy)                   | 4     |
| Special Forces Medic Warner (DG) | 4     |
|                                  |       |
| MOTIVATIONS AND MENTAL DISORDERS |       |

|                                                                                          |                                                                        |
|------------------------------------------------------------------------------------------|------------------------------------------------------------------------|
| INCIDENTS OF SAN LOSS WITHOUT GOING INSANE                                               |                                                                        |
| Violence <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> adapted | Helplessness <input type="checkbox"/> <input type="checkbox"/> adapted |

| SKILLS           |     |                   |     |                           |
|------------------|-----|-------------------|-----|---------------------------|
| Accounting       | 10% | First Aid         | 10% | Ride                      |
| Alertness        | 50% | Forensics         | 0%  | Science:                  |
| Anthropology     | 0%  | Heavy Machinery   | 50% |                           |
| Archeology       | 0%  | Heavy Weapons     | 50% | Search                    |
| Art:             | 0%  | History           | 10% | SIGINT                    |
|                  |     | HUMINT            | 30% | Stealth                   |
| Artillery        | 0%  | Law               | 0%  | Surgery                   |
| Athletics        | 60% | Medicine          | 0%  | Survival                  |
| Bureaucracy      | 30% | Melee Weapons     | 60% | Swim                      |
| Computer Science | 0%  | Military Science: |     | Unarmed Combat            |
| Craft:           | 0%  | Land              | 60% | Unnatural                 |
|                  |     | Navigate          | 50% | Languages & Other Skills: |
| Criminology      | 10% | Occult            | 20% | Arabic                    |
| Demolitions      | 60% | Persuade          | 40% | German                    |
| Disguise         | 10% | Pharmacy          | 0%  |                           |
| Dodge            | 30% | Pilot:            | 0%  |                           |
| Drive            | 20% |                   |     |                           |
| Firearms         | 70% | Psychotherapy     | 10% |                           |



PERSONAL

NAME AND RANK

PROFESSION AND EMPLOYER

Technical Sergeant Naba Al-Rabani

NSA Cryptoanalyst, Baghdad Field Station

SEX

☐ F ☒ M ☐

AGE

30

PHYSICAL DESCRIPTION

PERSONAL DETAILS

GEAR AND NOTES

The National Security Agency conducts surveillance and gathers signals intelligence around the world. Its Special Operations Readiness Cells provide remote collection and analytical support to U.S. special operations. You are assigned to the Baghdad field station but assignments take you all over. You came to the NSA from the U.S. Air Force. You enlisted when your Syrian immigrant parents ran out of patience with the constant trouble you attracted hacking school networks, police networks, hacker team networks, anything that caught your curiosity. It took only a few incidents penetrating classified databases just to show how poorly they were protected for the NSA to come calling and for your superiors to gladly hand you off. Working with special forces turned out to be fun. They're mostly football fans, but some of them love basketball almost as much as you do. You have spent the last year with a super-secret Delta Green-affiliated task force with JSOC, identifying and tracking high-priority targets—supposedly including those that pose unnatural threats. You haven't seen anything all that bad so far.



| WEAPONS                           |  | SKILL % | DAMAGE                  | ARMOR PIERCING | RANGE |
|-----------------------------------|--|---------|-------------------------|----------------|-------|
| Unarmed                           |  | 40%     | 1D4-1                   |                |       |
| AK-47 assault rifle               |  | 40%     | 1D12+1 or Lethality 10% | 3              | 100 m |
| Soviet-pattern AK bayonet in hand |  | 30%     | 1D6                     | 3              |       |
| Soviet-pattern AK bayonet, fixed  |  | 30%     | 1D8                     | 3              |       |
|                                   |  |         |                         |                |       |

ARMOR

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ If yes: only Medicine, Surgery, or long-term rest can help further

| STATISTICAL DATA   |       |     |                       |     |         |
|--------------------|-------|-----|-----------------------|-----|---------|
| STATISTICS         | SCORE | ×5  | DERIVED ATTRIBUTES    | MAX | CURRENT |
| Strength (STR)     | 9     | 45% | Hit Points (HP)       | 11  |         |
| Constitution (CON) | 12    | 60% | Willpower Points (WP) | 11  |         |
| Dexterity (DEX)    | 12    | 60% | Sanity Points (SAN)   | 99  | 55      |
| Intelligence (INT) | 16    | 80% | Breaking Point (BP)   | 44  |         |
| Power (POW)        | 11    | 55% |                       |     |         |
| Charisma (CHA)     | 12    | 60% |                       |     |         |

| PSYCHOLOGICAL DATA                           |       |
|----------------------------------------------|-------|
| BONDS                                        | SCORE |
| Parents (Tarik Al-Rabani and Yasirah Hafeez) | 12    |
| Younger Brother (Shareef Al-Rabani)          | 12    |
|                                              |       |
|                                              |       |

| MOTIVATIONS AND MENTAL DISORDERS                                                            |                                                                        |
|---------------------------------------------------------------------------------------------|------------------------------------------------------------------------|
| INCIDENTS OF SAN LOSS WITHOUT GOING INSANE                                                  |                                                                        |
| Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted | Helplessness <input type="checkbox"/> <input type="checkbox"/> adapted |

| SKILLS           |     |                   |     |                           |     |
|------------------|-----|-------------------|-----|---------------------------|-----|
| Accounting       | 50% | First Aid         | 10% | Ride                      | 10% |
| Alertness        | 20% | Forensics         | 0%  | Science:                  | 40% |
| Anthropology     | 0%  | Heavy Machinery   | 10% | Mathematics               |     |
| Archeology       | 0%  | Heavy Weapons     | 0%  | Search                    | 40% |
| Art:             | 0%  | History           | 10% | SIGINT                    | 80% |
|                  |     | HUMINT            | 40% | Stealth                   | 40% |
| Artillery        | 0%  | Law               | 0%  | Surgery                   | 0%  |
| Athletics        | 50% | Medicine          | 0%  | Survival                  | 10% |
| Bureaucracy      | 50% | Melee Weapons     | 30% | Swim                      | 20% |
| Computer Science | 80% | Military Science: | 0%  | Unarmed Combat            | 40% |
| Craft:           | 50% | Navigate          |     | Unnatural                 | 0%  |
| Microelectronics | 50% | Occult            | 10% | Languages & Other Skills: |     |
| Criminology      | 50% | Persuade          | 20% | Electrician               | 30% |
| Demolitions      | 0%  | Pharmacy          | 0%  | Mechanic                  | 30% |
| Disguise         | 10% | Pilot:            | 0%  |                           |     |
| Dodge            | 50% |                   |     | Arabic                    | 50% |
| Drive            | 20% |                   |     |                           |     |
| Firearms         | 30% | Psychotherapy     | 10% |                           |     |



NAME AND RANK

PROFESSION AND EMPLOYER

Staff Sergeant Jamie Warner, U.S. Army

Combat Medic, 1st Special Forces Group

SEX

☐ F ☒ M ☐ \_\_\_\_\_

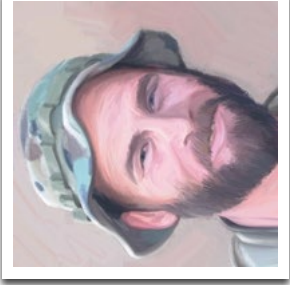
AGE

32

PHYSICAL DESCRIPTION

PERSONAL DETAILS

High school in Youngstown, Ohio. Ranger and Special Forces training. The Army's Special Forces Groups are light infantry tasked with asymmetrical missions including unconventional warfare, training friendly foreign troops, reconnaissance, direct action, counterterrorism, and search-and-rescue. You have spent the last year assigned to a Delta Green affiliated task force with JSOC, identifying and tracking high-priority targets — occasionally including those that pose unnatural threats.



GEAR AND NOTES

A mix of paramilitary and civilian clothes and Chinese surplus combat boots, balaclava, canteen, belt bag with rations for two days in the field, identity papers for the Islamic State, tactical body armor, multitool, compass, first aid kit (+20% to one test), Soviet-pattern web gear with ammo pouches holding four rifle magazines and four pistol magazines, two fragmentation hand grenades, two smoke grenades, packs of Turkish cigarettes, zippo lighter, binoculars, high-power flashlight, lockpicks

REMARKS

| WEAPONS                            | SKILL % | DAMAGE                          | ARMOR PIERCING | RANGE |
|------------------------------------|---------|---------------------------------|----------------|-------|
|                                    |         |                                 |                |       |
| Unarmed                            | 60%     | 1D4-1                           |                |       |
| SKS rifle (10 shots/magazine)      | 50%     | 1D12+1                          | 3              | 150 m |
| Walther P99 pistol (10 shots/mag.) | 50%     | 1D10                            |                | 15 m  |
| Hand grenade                       | 80%     | Lethality 15%, Kill Radius 10 m |                | 20 m  |
| Soviet-pattern AK bayonet, unfixed | 50%     | 1D6                             | 3              |       |
| ARMOR                              |         |                                 |                |       |

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

WOUNDS AND AILMENTS

DAMAGED VETERAN: Years of combat have left you adapted to violence.

Has First Aid been attempted since the last injury? ☐ If yes: only Medicine, Surgery, or long-term rest can help further

| STATISTICAL DATA                                                                                                                                                |       |                   |                       |                           |         |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|-------------------|-----------------------|---------------------------|---------|
| STATISTICS                                                                                                                                                      | SCORE | ×5                | DERIVED ATTRIBUTES    | MAX                       | CURRENT |
| Strength (STR)                                                                                                                                                  | 12    | 60%               | Hit Points (HP)       | 13                        |         |
| Constitution (CON)                                                                                                                                              | 13    | 65%               | Willpower Points (WP) | 14                        |         |
| Dexterity (DEX)                                                                                                                                                 | 10    | 50%               | Sanity Points (SAN)   | 99                        | 65      |
| Intelligence (INT)                                                                                                                                              | 13    | 65%               | Breaking Point (BP)   | 56                        |         |
| Power (POW)                                                                                                                                                     | 14    | 70%               |                       |                           |         |
| Charisma (CHA)                                                                                                                                                  | 8     | 40%               |                       |                           |         |
| PSYCHOLOGICAL DATA                                                                                                                                              |       |                   |                       |                           |         |
| BONDS                                                                                                                                                           |       |                   |                       |                           | SCORE   |
|                                                                                                                                                                 |       |                   |                       | Girlfriend (Connie Baker) | 4       |
|                                                                                                                                                                 |       |                   |                       | CIA Analyst Al-Maleh (DG) | 4       |
|                                                                                                                                                                 |       |                   |                       |                           |         |
|                                                                                                                                                                 |       |                   |                       |                           |         |
| MOTIVATIONS AND MENTAL DISORDERS                                                                                                                                |       |                   |                       |                           |         |
|                                                                                                                                                                 |       |                   |                       |                           |         |
| INCIDENTS OF SAN LOSS WITHOUT GOING INSANE                                                                                                                      |       |                   |                       |                           |         |
| Violence <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> adapted |       |                   |                       |                           |         |
| SKILLS                                                                                                                                                          |       |                   |                       |                           |         |
| Accounting                                                                                                                                                      | 10%   | First Aid         | 70%                   | Ride                      | 10%     |
| Alertness                                                                                                                                                       | 50%   | Forensics         | 0%                    | Science:                  |         |
| Anthropology                                                                                                                                                    | 0%    | Heavy Machinery   | 10%                   | Biology                   | 40%     |
| Archeology                                                                                                                                                      | 0%    | Heavy Weapons     | 40%                   | Search                    | 50%     |
| Art:                                                                                                                                                            | 0%    | History           | 10%                   | SIGINT                    | 0%      |
|                                                                                                                                                                 |       | HUMINT            | 40%                   | Stealth                   | 40%     |
| Artillery                                                                                                                                                       | 0%    | Law               | 0%                    | Surgery                   | 0%      |
| Athletics                                                                                                                                                       | 60%   | Medicine          | 40%                   | Survival                  | 50%     |
| Bureaucracy                                                                                                                                                     | 10%   | Melee Weapons     | 50%                   | Swim                      | 40%     |
| Computer Science                                                                                                                                                | 0%    | Military Science: |                       | Unarmed Combat            | 60%     |
| Craft:                                                                                                                                                          | 0%    | Land              | 40%                   | Unnatural                 | 0%      |
|                                                                                                                                                                 |       | Navigate          | 50%                   | Languages & Other Skills: |         |
| Criminology                                                                                                                                                     | 10%   | Occult            | 20%                   | Arabic                    | 40%     |
| Demolitions                                                                                                                                                     | 0%    | Persuade          | 20%                   |                           |         |
| Disguise                                                                                                                                                        | 10%   | Pharmacy          | 40%                   |                           |         |
| Dodge                                                                                                                                                           | 30%   | Pilot:            | 0%                    |                           |         |
| Drive                                                                                                                                                           | 20%   |                   |                       |                           |         |
| Firearms                                                                                                                                                        | 50%   | Psychotherapy     | 50%                   |                           |         |



# Playtesters

TOP SECRET//SPECIAL ACCESS REQUIRED-OPERATIONBONE BOX

Howard Bishop with Mike Biggs, Andy Simcock and Rob Wicks; Brián with Esculapio0, Frini, Neddham and Whagan; Vetus Capra, Tim Deschene, Stuart Dollar, Jason Fritz, Kevin Ham and Ania Skudlarska; Nick Carruthers with Izzie Jellyfish, Jess Mojak, Tyrone McElvenny and Tim Naughton; Chris Cooper with Liam Fishwick, Stanley Loo and Ilan Rosenstein; Andrew Cuan with Paulo Araujo, Travis Cady and Ryan Volkmann; John Dahlstrom with Aramis, Patrick M. Groulx, William Isenberg, Aaron Koelman and Zack Medlin, and with Dean Anderson, Jeff Butcher, William C. Deal and Ed Haggerty; Brendan De Pinto with Jordan Bell, Annie Guo, Olivia Sardelich and Ryan Wartmann; Robert “AnalogFrog” Dunne with Gen “Vantablack Pharaoh” Colter, Agent [REDACTED] and Levi Rinck; Matt Feigal with Annemieke De Boer, Sharon Feigal, Torsten Geerlings, Mark Sarre, Joe Silber and Paul van Fessem; Jason Fritz with Greg Skrivan, Matt Slucas, Derek Stoelting and Adam Troup; Bill Fugler with Mark Adrian-Salcon, Mathieu Cooney, Angela England, Susan Jowziak, Kelly Korsunsky, Ali Lacey-Bergeron and Keith Mozdzen; Kevin Ham with Jake “ChiefMcClane” Cook, Thomas Dipaolo, Goliath, Joe, Kellylittleblackdog, magnificentophat, MeatofMeat, Mellonbread, Will Roy and Groovy Smoothy; Morgan Hua with Sean Callahan, Joe Castle, David Jones and David Villa; Callan Jones with H-Cell (Brisbane); Joe Klemann with Jordon Criss, Tadd Hendrickson and Jessen Yip; Michael Luttenberger; Mateusz Marcak with Marcin Chałubiec, Miłosz Nawrat, Tomasz

Rudnicki, Iwo Rymer, Przemysław Rymer; Agent Obtuse; Sonir with Mesterházi Adrienn, Tihanyi Lajos, Forján Valentin, Laukó Viktória, Tihanyi Tünde; Jackson McArthur with Toby Aylward, Colin Brightwell, Tim O’Neal, Morgan Salisbury, Katie Schwarz and Adam Sims; Steve Mingo with “E Cell”: Steve Britton, Rhiannon King, Adison Radford, Lucas Radford and Bex Smith; Pete Nixon with Rick Mitchell, Karen Orr, Cameron Schneider and Angelina Tauro; Heather Poirier with Ken “Agent SHAKES” B., Andrés “Agent KNOBS” C., Andy “Agent STIGMA” H., Cynthia “Agent BUCKEYE” M., Jeff “Agent KENTUCK” M., and Jim “Agent XANDER” T.; Andrew Rivett with Tom Alderton, Christian Brimo, Tyler Hill and Shu Qing Tang; Dries Tabruyn with Mao-Jie Jimmy Chen, Marnix Lijnen, Dries van Baelen, Ben Van Bavel, and Roel Vanden Brande; Jeremiah Talbert; Claudio Tamburini with Matteo Corelli, Ciaffi Diego, Melandri Franco, Pagani Burzi Gabriel, Stefanini Marco and Laura Vernocchi; Aaron Vanek with Craig Johnson Chernow, Kyle Fujita, Brandie June, Gina L. Stephens and Marco Subias; William Vernon with Teeuwis Hillebrand, Chi-Yui Lin, Edwin Otten and Marco van der Linden; Bryan White with Adam Bowker, Larry Clow, Terence Nelan and Brian Paul; Jason Woodward with Harrison Fear, Lyra Houghton, Tanner Kille, Hunter Scheelar and Jonathan Twigg; Nicolò Zamperlin with Anna Franchini, Giulia Gallo, Nicola “Tragedia” Maifredi, Matteo Nizzardo and Marco Pernechele.

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# HANDLER'S EYES ONLY

## INTEL COLLECTION OVERVIEW

Getting information from an intelligence service or direct action from a military service requires a **Bureaucracy** or **Military Science** roll, modified according to the attitude and expertise of the service and all the other details that emerge around the request. See **BLACKER THAN BLACK** on page 164 for the full rules.

Dealing with blowback when a request goes wrong, or getting access to a restricted service in the first place, requires riskier steps.

### INTELLIGENCE OR MILITARY ACTION

Most of the Agents' work is calling on contacts and allies. That usually requires the **Bureaucracy** or **Military Science** skill. An assisting Agent might bring more specialized skills to bear to add a bonus. *Time Required: 1D4 days for the meeting. If they make the attempt, another 1D4 days for the result.*

- » **INTEL REQUEST:** Bureaucracy roll
- » **MILITARY ACTION REQUEST:** Military Science roll

#### WHEN INTELLIGENCE FAILS

When a request delivers nothing useful, the Agents can pursue it with a different service. They can get a second chance with the same agency only by going rogue or by calling in a favor from a Bond who has access. See **FAILURE: OTHER SOURCES AND SECOND CHANCES** on page 166 for details.

#### UNWANTED ATTENTION

A particularly difficult attempt has a chance of drawing trouble, particularly in agencies where the requests have higher profile. The risk gets worse over time. See **UNWANTED ATTENTION** on page 169.

- » **Low Profile:** Any ▲ **Extreme** request that fails
- » **Medium Profile:** Any ▲ **Extreme** request or any ▲ **Major** request that fails
- » **High Profile:** Any ▲ **Extreme** or ▲ **Major** request

#### DEALING WITH BLOWBACK

A fumbled request or task roll for intelligence collection could compromise the Agents or make their mission a disaster. They might escape trouble using the **Law** skill: See page 168 for details. Or they might want to cover their tracks by going rogue instead of taking that chance.

- » **TO COVER IT UP:** See **GOING ROGUE**
- » **U.S. SERVICE:** requires a **Law** roll to smooth it over
- » **OTHER SERVICE:** requires a **Luck** roll to escape notice; if that fails, a **Law** roll smooths it over

## RESTRICTED AGENCIES

The Agents may attempt to reach out to a restricted organization. That requires collecting human intelligence to gain access first. See **CONTACTING A RESTRICTED AGENCY** on page 170 for details.

## BREAKING THE RULES

The Agents may pursue back channels to obtain intel if official channels fail, engaging in horse-trading, blackmail, or bribery to secure cooperation. See **GOING ROGUE** page 171 for details.

- » **HORSE-TRADING:** Perform a task for another service to gain access, then roll for cooperation
- » **BLACKMAIL:** Collect human intelligence to get dirt to gain access, then roll for cooperation
- » **BRIBERY:** Spend money according to the severity of the request; if a **Luck** roll fails, the cost is one spending level higher (two levels with a fumble)

## ILLICIT FUNDING

There is always more money if the Agents don't mind a little risk.

- » **EMBEZZLEMENT:** Roll for Accounting to obtain illicit funds needed for bribery
- » **THIEVERY:** Roll for Criminology and either **Military Science**, **Accounting**, **Bureaucracy**, or **Law** to obtain materiel for bribery or horse-trading; the more successes, the better the deal; each roll takes 1D4 days